HIGH FANTASY

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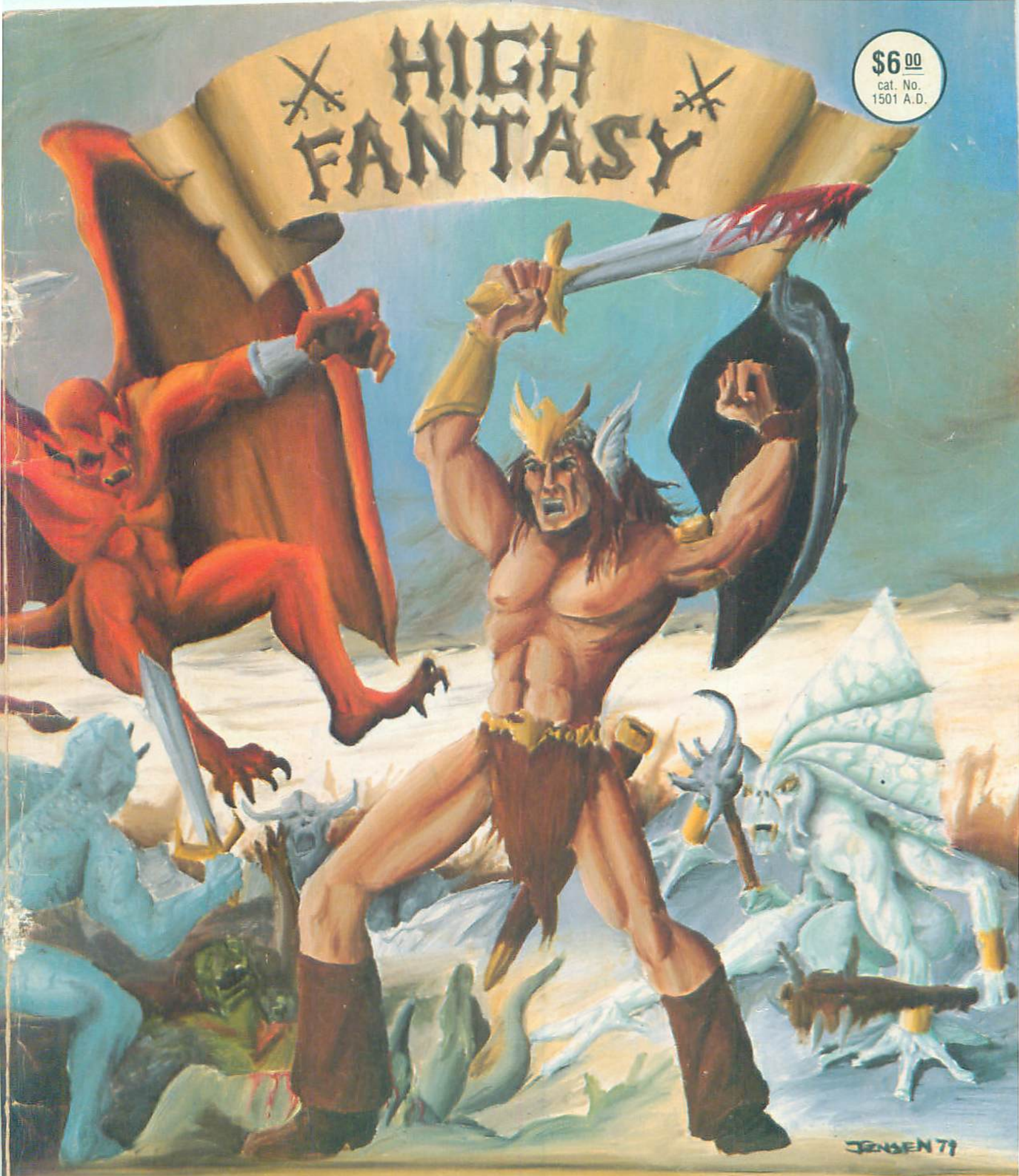

The Ultimate Adventure Game
Be a wizard, a warrior and create your own world!

PLAYABLE WITH PAPER, PENCILS AND PERCENTILE DICE

BY JEFFREY C. DILLOW

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In Memoriam

Dedicated to

James Brodar

and

Spencer Eschbach

TABLE OF CONTENTS

Page

High Fantasy: Introduction..... 3
Creating Your Character..... 5
Explanation of Character Sheet..... 6
Character Sheet..... 7
Main Character Types
- Warriors..... 9
- Wizards..... 9
- Animal Masters.....10
- Alchemists.....11

Subclass Character Types
- Armorer.....14
- Healer.....14
- Historians/Archeologists.....15
- Hunter/Huntress.....15
- Jeweler.....15
- Martial Arts (For Advanced Players).....15
- Sensitive.....17
- Thiefs/Assassins.....17

Advancement.....17
Turn
- Segment One.....18
- General Segment One Comments.....18
- Segment Two.....19

Resolution: Melee, Missile, Magic.....19
Damage Explanation.....20
Spell Book
- First Plane Spells.....21
- Second Plane Spells.....22
- Third Plane Spells.....23
- Fourth Plane Spells.....24
- Fifth Plane Spells.....25

Spell Tables.....27
Melee Weapon Table.....30
Armor Table.....30
Missile Weapons Table.....31
Price List.....31
Table I.....32
Combat Table.....33
Special Damage Table.....33
Equation Tables.....34
Creature Table.....36
Creature Descriptions.....38
Play Example.....42
Creating Your World.....44
Investments (For Advanced Players).....45
Optional Rules (Advanced Players).....48

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HIGH FANTASY

Imagination is the heart and soul of High Fantasy. As wild as your imagination can go, High Fantasy can send you there. Players control magic and the supernatural. They work with potions, wands, staffs and swords capable of slaying Unicorns, Hydras and the souls of past companions. Whether it is by calling forth the creatures of the earth or by fighting off the death embrace of a stone gargoyle, the enchantments and the treasures of a world are yours for the taking.

Having fun is the objective of High Fantasy. Players may choose to search for power, wealth or prestige if they wish, or travel with companions throughout a world created by a Judge. A world is created when a Judge sets down a series of adventures on paper. Players choose a character type and begin the game at a place of their choosing or at a spot designated by the Judge. High Fantasy involves role playing and group reaction. Friends pool their imaginations and wisdom and participate in a world of fantasy.

To play High Fantasy a Judge, one who understands the rules, maps a world or city, etc., on graph paper. The Judge places magical items, treasure, creatures, and other things in his world. The Judge may begin with a single Temple and as players continue to search, may add to his world. A Judge should be familiar with rules pertaining to Turn and Melee, and have statistics for creatures the players may come across in his world. He will describe to the players any situation they enter, leaving it up to the player-characters to discover details and hidden or unseen objects. The world need only be as detailed as a Judge wishes. Players may become immersed in their character or discard it if unsatisfactory.

High Fantasy is a game based on imagination. It has its roots from such great adult fantasy writers as Robert E. Howard and J.R.R. Tolkein, whose books have caused us all to wish for stronger spirits and a more adventurous world to live in. This game was created so that the true fantasy lover can play an active role in a world similar to those of his favorite fantasy heroes. This game, unlike other fantasy games, is based on the sound mathematics of the percentile dice. It is founded on the idea that all things have a probability chance of occurring. For example, a person basically has a one hundred percent chance of striking an inanimate object if he is standing close enough to it. However, the chance of a man striking another man is not one hundred percent, since the other man can dodge the assailant's blow, the blow can glance off armor, etc. Therefore, the percentage chance of striking minus the percentage chance of avoiding the blow yields the actual chance of a successful hit. (This idea underlies all of the rules of the game: the chance of doing something, minus the chance of keeping it from being done, will result in the true chance of the event happening.) Anything the imagination can conceive can be played within the confines of these rules. Due to this unlimited freedom it is impossible to describe every situation that might arise while playing the game. Again, unlike other fantasy rules, these rules have tried to establish a logical set of basics to which the player can refer. These basics should help explain the logical outcome of nearly any situation. If these basics are followed, any player can come into another player's game and understand the situation.

In order to learn the rules, it is suggested that players begin by creating several characters and staging gladiatorial fights to get a full understanding of how melee, magic and missiles are handled. Each contest should contain new elements, such as magic items and more characters, until the players feel comfortable with the basics. The game is ultimately designed to be a group reaction game. A person will be set up as a Judge. This person will create a situation on paper containing, for example, castles, buried temples or dungeons filled with hidden treasures, and creatures to be fought. Other people will create characters (as described later) and will travel through the world created by the Judge by mapping their movements on graph paper as the Judge gradually discloses what he has created. For example, if a party has entered a deserted temple, the judge would begin disclosing to them what they see around them. The Judge's speech might sound something like the following: "Before you is a small one-story building with three towering steeples. The middle steeple is topped with a large black cross that casts a distorted silver shadow across the surrounding fields." Then, less colorfully, the Judge would describe the doorways. If the party elects to enter, the Judge would describe the length of the hallways, etc. as the party decides to pass through it. In other words, the Judge would describe the situation as a party would see it, disclosing the important facts. As the judge becomes more experienced he will begin to accumulate many such places and situations and before long a whole world will be created and waiting for any new parties who wish to enter it. (See play example.)

The players begin each game by choosing a main class as described later. Then, after arming and working through the "Create a Character Flow Chart" the players may choose a subclass. This creates various combinations of characters such as fighter-thieves (in other words, a Robin Hood or Conan character). Players should have three sheets of paper to play the game: one sheet for their main class, one for a summary of their subclass abilities and another to keep track of investments and accumulated wealth. A player should work slowly through the "Create Your Character" part of the rules and simply record what it says. Explanations will follow.

At your first pass through High Fantasy it might appear that the game is a maze of complicated equations that would destroy the fun of a spontaneous group-interaction game. This is not the case if the reader simply concentrates on the concepts and leaves the details to the summary tables which are provided.

The first concept to thoroughly understand is the use of percentile dice. These are two twenty-sided die of two different colors. When you roll the dice there is an equal chance of any number between 1 and 100 appearing. Therefore, if there is a 51% chance of something happening, any number that comes up between 1 and 51 inclusive means that it happened. Choose one color for the ten's and the other for the one's place digit.

The next concept to remember is that everything is based on the percentage chance of hitting a man, making a potion, casting a spell, etc. Equations have been created to give you these percentage chances so you can use the percentile dice to see if it happened. If it works, you carry out the consequences; if not, the game proceeds to the next player.

The third concept is that there is a chance of you doing something and there is a chance of someone keeping you from doing it. Therefore, most equations are based on the idea that the chance of doing something, minus the chance of keeping it from being done, gives you the true chance of it occurring.

When reading through the rules, read lightly over the "Creating Your Character", "Main Classes", "Subclasses", and "Spell" sections. Remember that all of these sections are summarized on tables and that only small parts of these sections will pertain to players. For example, a Fighter doesn't need to know any section pertaining to Wizards. Concentrate instead on the sections dealing with the Turn and Melee, Missile and Magic Resolutions.

CREATING YOUR CHARACTER

The following is a flow chart on creating characters. You should, however, familiarize yourself with the main classes that follow before choosing which main class you wish to become. In the structure of this game there are four classes to choose from: Warriors (divided into Missile Users and Melee Weapon Users), Wizards, Animal Masters, and Alchemists. Choose your main class and follow the numbers of the flow chart which are appropriate to it, recording the results in the numbered places on your copy of the character sheet. Begin by making a copy of the character sheet to record the following.

(Warriors: #'s 1, 5-11; Wizards: #'s 1-11; Animal Masters: #'s 1, 2, 5-11; Alchemists: #'s 1, 2, 5-11)

1. Record the basic offensive and defensive probability noted by skill level one on your character sheets. (Ex.: 100 offense, 30 defense.) (See Table 1).
2. Roll percentile dice and add the roll to the innate ability for skill level one. [See Table I (+1)]. Record this under innate abilities on your character sheet.
3. Record the number 5 under Magic Resistance. (5 x skill level).
4. Roll for the number of spells you begin the game with and choose that many from the Plane I spell list. Write these spells on a separate sheet of paper.

Dice Roll	Spells
1-25	3
26-50	4
51-75	5
76-100	6

5. Roll percentile dice once each for strength and coordination and record both the roll and the change in offensive and defensive probability shown on the following table. Note that only Warriors receive additions to offense and defense, but all classes can receive the penalties.

Dice Roll	Strength and Coordination: Offensive Change	Coordination: Defensive Change
1-5	-15	-15
6-15	- 5	- 5
16-85	0	0
86-95	+10	+10
96-100	+20	+20

6. Roll for quickness. Record the right hand number on your Character Sheet.

Dice Roll	Quickness
1-15	7
16-50	8
51-85	9
86-100	10

7. Roll the percentile dice and record this number on your chart. This represents the number of silver tams (currency) you begin the game with.
8. Go to the armory table and choose the armor you wish to play in. Subtract the cost from the total of your silver tams. Record the weight and defensive change under #8 and the defensive change again by Total Defense.
9. Go to the weapons table and record the information indicated in #9 of your character sheet. Also note the weapons quickness being used in the quickness box at the top. (Note that warriors receive a +10 bonus for using their specialty weapon.)
10. Next go to the encumbrance box and take your strength roll, recorded under Offense, times the number indicated on the right on the Character Sheet. Record the number in the right blank. Fill the blanks in the table so that the numbers follow in a sequence.
(Ex: $\#5_{\text{Strength}}$ ($\frac{\text{Dice Roll}}{40}$); 1-$\frac{160}{}$ x 4; 161-$\frac{240}{}$ x 8; etc.)
11. Finally, total your Offensive and Defensive scores, Innate ability and Quickness total.

You may now choose a subclass if you wish. If you choose a subclass, write a separate sheet briefly summarizing your abilities.

EXPLANATION OF CHARACTER SHEET

OFFENSIVE TOTAL--The probability of a man striking an object. It is based on the idea that a man standing next to an inanimate object has a 100% chance of hitting it.

DEFENSIVE TOTAL--The probability of a man being missed by a blow struck at him. It is based on his experience in dodging and the ability of the armor he is wearing to deflect a blow. (Thus, the probability of one man hitting another is one man's offense minus the other's defense.)

QUICKNESS--This determines who may move first in a given turn. It is based on a man's reflexive action hindered by things that restrict movement and slow down response time. Note that weapon quickness is a part of total quickness and changes as the weapon being used changes.

DAMAGE PLUSES AND MINUSES--Some weapons will do more damage (when they hit) than others. This refers to the adjustments in columns of damages on the combat chart. Move right for pluses and left for minuses.

ENCUMBRANCE -- The weight a person may carry. It is expressed in tams. (To simplify, only actual tams, armor and weapon weight are taken into consideration. Thus, the weight expressed on the armor and weapon charts is in terms of tams.) (Note that with weapons it is not always actual weight but also size that can encumber you.) Therefore all a player does is add the total tams, armor weight and weapon weight together that he will carry with him and find that total in the encumbrance box (#11) and place this quickness change in the box above (#6). As you play you will acquire more items, therefore weight will always change.

BREAKS--An optional rule that takes into consideration the probability of a weapon breaking at the end of a turn.

TAMS--The denomination of currency in the game. One gold tam (g.t.) = ten silver tams (s.t.) = 100 copper tams (c.t.).

MOVEMENT--Once the quickness is determined, a humanoid's movement can be determined by applying it to the movement table. Note, however, that other creature's movements must be located on the Creature Tables.

CHARACTER SHEET

NAME _____ MAINCLASS _____ SUBCLASS _____ _____ LEVEL

(#9) WEAPONS:	WEIGHT	MAGIC RATING	DAMAGE	QUICKNESS	BREAKS	RANGES(for missiles)

(#8) ARMOR:	WEIGHT	MAGIC RATING (damage)	DEFENSE

(#7) LOOT:	WEIGHT	MAGIC RATING	OTHER

TOTAL WEIGHT

MANNA ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

(#3) RESISTANCE

MAGIC	FIRE
5xS.L.	

EXPERIENCE POINTS

1st ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

2nd ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

3rd ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

4th ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

5th ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

INNATE QUICKNESS _____

(#6)

ENCUMBRANCE - _____

WEAPONS

+_____ +_____ +_____

_____ _____ _____

( )( )( )

(#10) ENCUMBRANCE

COINWEIGHT		CHANGE IN QUICKNESS
COINWEIGHT		
1 - ____	x4	-1
____ - ____	x8	-2
____ - ____	x12	-3
____ - ____	x16	-4
____ - ____	x20	-5
____ - ____	x24	-6
____ - ____	x28	-7
____ - ____	x32	-8
____ - ____	x36	-9
____ - ____	x40	-10
____ - ____	x44	-11
____ - ____	x48	-12

OFFENSE

(#1)
BASIC _____

(#5) Roll
STRENGTH( ) _____

(#5) Roll
CO-ORDIN( ) _____

BONUS(WARRIOR) _____

TOTAL _____

DAMAGE _____

_____

DEFENSE

(#1)
BASIC _____

(#8)
ARMOR _____

(#5)
CO-ORDIN _____

TOTAL _____

DAMAGE (P) _____

DAMAGE (A) _____

(#2)

INNATE ABILITY = _____

ADD: TABLE I = +_____

ABILITY _____

CRITICAL HITS ☐☐☐☐☐

MISSILE MODIFICATIONS

-30 user moving with crossbow, arquebus or bolt
-15 user moving with bow, pistol or musket
-10 user moving with any throwing weapon
-10 indirect fire
-15 target behind wall, pallisade, earthwork or window
-10 target behind low wall, fence, hedge or doorway
-40 target behind archer slit
-10 Medium range
-25 Long range

MOVEMENT

QUICKNESS	RUN	WALK	CRAWL
1 - 4	4"	3"	½"
5 - 8	8"	6"	1"
9 - 13	10"	7"	1½"
14 - 16	11"	8"	2"
17+	12"	9"	2½"

MAINCLASS

WARRIORS

There are two types of warriors for the guidelines of this game. The first are those who specialize in melee fighting (swordsmen); the second are those who specialize in missile weapons (archers).

Warriors receive an initial advantage in fighting over other main character types by having the chance of receiving additions to offense and defense through the strength and coordination rolls. In addition, a warrior may choose a weapon of his or her type during first plane to use as his or her specialty weapon. A warrior may choose one specialty weapon per plane of achievement. A warrior receives a +10 offensive bonus per plane when using one of the specialty weapons. Thus, a second plane warrior using one of his two specialty weapons receives a +20 to his offensive total. [Noted in the Bonus (Warriors) slot in the character sheet.]

WIZARDS

This main character-type has several advantages over other main character-types. Only a wizard can use magic spells, and only he is endowed with magic resistance.

Magic is the reshaping of reality. Wizards control this reshaping through the use of spells. They perform these spells by drawing their power from a natural resource known as aether. (Aether is found everywhere in the environment of the game)

There are five planes of spells that are categorized according to increasing difficulty and the amount of aether that must be used to cast them. As a wizard increases in experience, he advances in skill levels and thus progresses from one plane into the next. (See Advancement). It is for this reason that a first plane wizard can only cast first plane spells. Second through fifth plane spells are simply too difficult for the first plane wizard. At second plane, however, both second and first plane spells may be cast, and so on.

THE BOOK

No wizard could possibly memorize all possible spells, nor could he memorize all possible ways of casting them. Therefore, those that can be memorized are indicated with an asterix on the spell list; the rest must be cast by reading from a book.

A wizard's book is a special thing indeed. It is an extension of the wizard. In fact, the book is a living entity that draws its life force from the wizard and is therefore attuned to its owner only. A book separated from its owner will actually die if the separation lasts over two weeks. A wizard separated from his book should be able to sense the direction his book is as long as it is alive.

The relationship between the book and a wizard is so strong that when the wizard takes damage there is a chance his book will be harmed also. (See Wizard Book Damage--Equation Tables).

Captured books cannot be read. The pages appear blank because the life forces are not identical between the new reader and the book. Whenever the wizard dies or whenever his book is separated from him for more than a two-week period, the book disintegrates into a collection of pages known as scrolls. Another wizard finding a scroll may read the title of it only. In order to use the spell it must be incorporated into his book, taking on his life force, before it can be totally read. Pages cannot be ripped from a living book without forever destroying the page. A wizard may take a page out of his own book if he desires. A damaged page must be replaced.

An important fact to remember is that a wizard cannot use second plane spells without having a full list of first plane spells in his book. The same holds true throughout the progression. To use third plane spells, the wizard must have all of the first and second plane spells, and so forth.

MANNA

A wizard casting a spell acts as a conduit for aether energy. The amount of aether a wizard can conduct is a direct function of the wizard's skill and is expressed as manna. A first plane spell takes one manna to cast; a second plane spell requires two manna, etc. The amount of manna a wizard has is indicated on Table I. It takes twenty-four hours to regain a manna. If the spell is unsuccessful, the manna is still used up.

CASTING

Wizards must have hands and voices free to cast spells. They cannot cast spells if they are involved in melee.*

WIZARDS (continued)

MAGIC AND IRON

Due to the mysterious properties of iron there is a negative effect on the wizard's ability to use the aether when it is present. Iron simply interferes with the casting of spells and the reshaping of reality. The following table represents changes in innate ability (#2), or the percentage chance of throwing a spell when a wizard wears iron armor.

Armor	Change to Magical Off
None, leather, padded	0
Metal-reinforced leather	-5
Metal Tunic	-8
Metal Dress	-10
Plate	-20
Helmet	-2
No Helmet	0

MAGIC VS. MAGIC

There are times when magic battles magic and it is not clear which will win out. One example might be when a magic spear is thrown at a shield of missile protection. [One way to decide which will win is for the Judge to assign a magic rating (between 1 and 100) to all magic items.] Then when the above example occurs the first player to make his magic rating roll, or to roll below it, wins. If both players make their roll at the same time the higher roll wins.

Spells have a magic rating equal to the roll made to cast them.

(Use this above process only when magic directly conflicts magic.)

* When a wizard wishes to cast a spell he must roll the percentile dice. If the roll is equal to or less than his innate ability score (#2 on the Create a Character sheet) the spell is successful.

ANIMAL MASTERS

These characters have the advantage of being able to train animals to do their bidding.

Animal Masters may train creatures in different manners, taking different lengths of time. As an Animal Master becomes more experienced he may train a creature quicker due to his increased knowledge of reward and punishment techniques, knowledge of motivations, reactions and types of life. On the highest level this knowledge has become so refined as to enable the Animal Master to train almost instantaneously, a feat considered by many outsiders as magical.

SUBDUING

A creature must be subdued before it can be trained; that is, it must be rendered offensively harmless. This can be accomplished by fighting the creature into a stunned position or trapping with a net, etc.

TRAINING

The probability of training is equal to the innate total of the Animal Master (#2 on the Character Sheet) minus the training difficulty factor on the Creature Tables. Example: If the innate total is 60 and the difficulty factor of the creature is 20, there is a forty percent chance the creature can be trained (roll percentile dice--between 1 and 40 inclusive means the animal can be trained.) Write the creature's name and statistics from the Creature Table on a separate piece of paper and include the roll made that subdued it. Training can only be attempted once per skill level on the same animal.

NUMBER TRAINED

An Animal Master may control any creature that he has a percentage chance of training. He can physically handle a number of creatures at one time equal to 1/2 his skill level. (Fractionally rounded down.) That is, a 9th level Animal Master may handle up to four creatures at a time. (9÷2=4 1/2: rounded down equals 4.) The exception is that first level animal masters begin the game with one creature.

TIME AND COMMANDS

In the first plane an Animal Master must keep an animal subdued until time can be taken to train it. As you notice from the table, the time quickly decreases as the Animal Master increases in planes.

Commands are fairly self-explanatory. Fetch should be limited to those objects visible to the player. Special commands can be worked out between the Judge and player if desired. If a situation occurs where it seems questionable that the creature would follow through with the command, use the roll recorded for training the creature as the percentage chance of the creature doing what was commanded.

The "Go To" command is a command established ahead of time where the Animal Master can release the creature and it will "go to" a previously designated location, such as home. Only one "Go To" command can be set up with an animal at a time. This command will not work if both the Animal Master and creature are hopelessly lost or extremely far from the "Go To" location. Naturally, the creature can only "Go To" locations it has previously been. Further, when the "Go To" is set up you must be at the location you want the creature to return to later.

In the first plane the Animal Master must be within seeing distance of their creatures or they may wander off.

Training is usually left to unintelligent creatures. A Judge may opt to make it intelligent at fourth or fifth plane.

Plane	Training Time	Commands
1	one week	follow, stay, attack, fetch
2	one day	1st Plane + guard
3	three hours	2nd Plane + "Go To"
4	one hour	All Third Plane
5	one turn	All Third Plane

ALCHEMISTS

This main character has an advantage over other main characters in that he can use potions and gunpowder weapons, and create and cure poisons.

POTION

A potion is a liquid that effects the bodily functions whether taken externally or internally. It is not magical in that it doesn't use aether even though its effects are similar or identical to magic.

When a Judge creates a potion he should assign a difficulty factor to it using the guidelines in the investment section for alchemists.

ANALYZING

The first step an Alchemist takes when he comes across a potion is to analyze it. The percentage chance to analyze a potion is equal to his innate total (#2 on the Character Sheets). Example: an Alchemist with an innate ability total of 63 comes across a sleeping potion. The percentage chance of analyzing the potion is 63%. A roll between 1 and 63 inclusive will be a successful analysis.

When a potion is analyzed it is broken down into various subchemicals. This takes about one hour whether the Alchemist is successful or not. Every potion is made slightly differently. Thus, if an alchemist has analyzed one fly potion he has no advantage in analyzing the next fly potion he comes across.

DUPLICATION

If an Alchemist has successfully analyzed a potion he may attempt to duplicate it. Duplication is done by adding extension drugs to the subchemicals. Then, when they are mixed back together, you will naturally have more of the same potion. Therefore, the Judge must have predetermined if it were an original potion since only original potions can be extended.

The percentage chance that an Alchemist will have the right extension drugs is equal to his innate ability (#2 Character Sheet) minus the difficulty factor of the drug. Example: our Alchemist in the previous example has just successfully analyzed the sleeping potion by rolling a 42. Now he discovers its original and wishes to duplicate it. The Alchemist's innate ability is 63, as you will remember. The difficulty factor of the potion is 25, therefore the chance of duplication is 38. (63-25=38). A roll between 1 and 38 inclusive

DUPLICATION (continued)

means the Alchemist has the chemicals available to extend it. The number of vials of potion he is able to duplicate is equal to a roll on a six-sided die.

POISONS

There are basically four forms of poisons: those that are consumed, gaseous, open wound and touch. That is, if a player comes into contact by drinking, breathing, or is cut by or touches the appropriate form he is poisoned. For the purposes of making a playable game the following rules have been imposed.

Making-

An Alchemist's chance of making a poison is equal to 5 times his skill level minus: 0 if consumable form; 10 if gaseous form (effects 5' x 5' area); 20 if open wound form; or 30 if touchable form. Example: A fifth level Alchemist has a 15% chance of making a gaseous poison. (5 x 5th skill level = 25: 25-10 = 15%). It costs 50 silver tams per attempt and, if successful, enough poison is made for one creature. It takes one hour.

Effectiveness-

The percentage chance of a poison having effect on the creature, once contact is made is equal to double the chance of making the poison. For our above example the effectiveness would be 30.

Poison can have two effects. One is making the creature ill and the other is killing it. The chance of making a creature ill is equal to the effectiveness rating. The chance of the creature being so ill that it dies is equal to 1/2 that rating. If a creature is ill, go to the combat table immediately and roll for damage on the column equal to the effectiveness rating. If the creature is dying it assumes the stunned status mentioned later in the combat section.

Example: In carrying forward our previous example we determined the Alchemist had a 15% chance of making a gaseous poison. If he was successful in making it and threw it at a fighter the fighter would have to roll to see its effect on him. A roll of 1 to 15 would mean he was stunned. A roll of 16 to 30 would mean he was ill and had to roll again on the combat table. (Column 30--Damage) A roll of 31-100 means he did not inhale enough to have an effect on him.

HEALING POISON

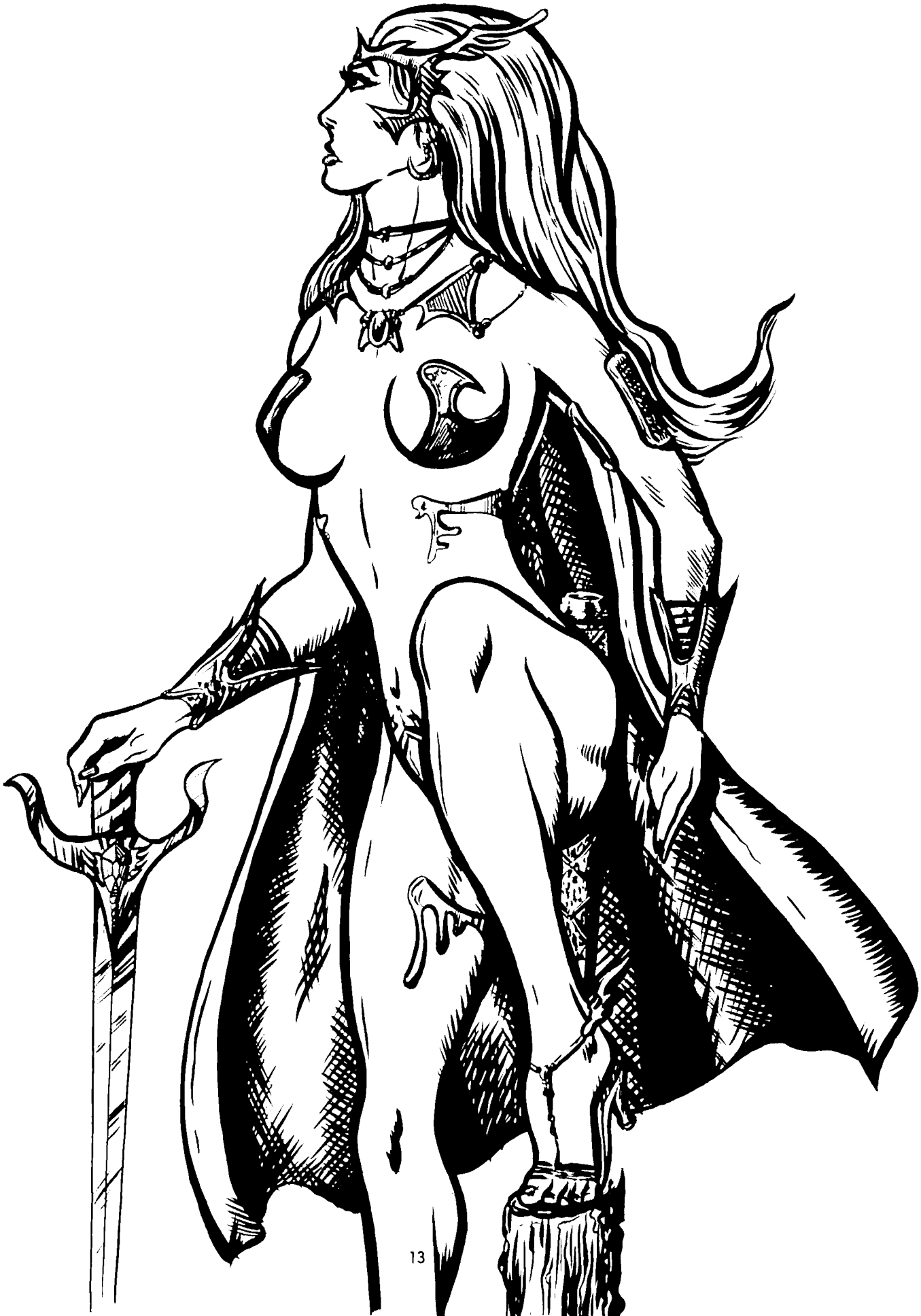
Healing poison effects are the same as a Healer's ability described later. There is an advantage however, because a Healer and/or an Alchemist have the ability to treat poison.

EXPLOSIVES

The only type of explosive suitable for gaming is a substance similar to gunpower except that it burns in large quantities rather than explodes. Only Alchemists should use gunpowder weapons since only they know how to make the powder, load and activate the guns. The Judge will need to build an Alchemy Guild or something similar to encourage Alchemists to keep their secrets to themselves and discourage other character types from fooling with them.

ALCHEMIST'S CARRYING CASE

When a player chooses this character type he is automatically assumed to have in his possession a small wooden case about 1 1/2 feet by 1 1/2 feet. In the case are extender chemicals and other various assorted chemicals that the Alchemist is assumed to replenish when he reaches a wooded area. They are made up of various minerals and herbs easily attainable in wooded areas. However, if the Alchemist is stuck somewhere unusual and is unable to get to a normal environment to replenish his stock it is assumed to completely expire in one month, whether the stock is used or not. Thus, one need not worry about the Alchemist's supply until one month has expired. If this case is lost or damaged the Alchemist may not use his abilities until the time has been taken to find or construct another similar case. A new case can be bought from a willing Alchemist of the second plane or higher, for about 500 silver tams. The price is determined by that particular Alchemist. In the second plane and higher the player/character is allowed to construct his own cases but it takes one week's time in the wooded areas to do so. Encumbrance of a case is 200 silver tams.



SUBCLASS

ARMORER

The following abilities have a percentage chance of working equal to 5 times the skill level of the Armorer.

1. Human armor comes in three rough sizes--small, medium and large. The Armorer has the ability to try and adjust it on the spot. Nonhuman armor takes about 12 hours to try and reshape. Any attempt to resize magical armor that fails results in the loss of all its magical abilities.
2. The Armorer can identify either magical or non-magical abilities in weapons once in hand.
3. He may buy armor for himself at 50% less than cost, and for 25% less than cost if he wishes to give it away. (Note that no percentage roll is needed for this ability.)
4. Armor can be repaired on the spot in one hour. One to ten points of damage may be repaired per plane level of the Armorer. Example: a second plane Armorer may repair between 2 to 20 points of armor damage in an hour. Note that once magical armor's defense reaches zero the magic is lost.
5. An Armorer can combine the magical abilities of several different weapons. It takes 24 hours to do this. These are the following restrictions on this ability: a) he cannot combine or take away from weapons with more than three magical abilities; b) if the roll fails or there are more than three different abilities involved, one of the weapons permanently loses all of its power.

HEALER

This subclass uses herbs and elixirs in the treating of wounds on humans and creatures. When a creature is in the stunned status a Healer has five minutes to preserve its life before the creature expires. After life is preserved offensive and defensive damage are treated. A creature may be treated by a Healer whenever it takes damage. If a Healer is interrupted while working he must begin from scratch and use additional herbs and elixirs.

PRESERVING LIFE

Whenever a character's offense or defense reaches zero or takes 5 critical hits it is stunned and bleeding. The probability of a Healer preserving life is equal to his basic defense. (See Table I.) This takes one hour and 1 unit of herbs and elixir. A Healer may attempt to preserve only 2 lives at one time.

HEALING OFFENSE AND DEFENSE

The probability of a Healer healing this type of damage is equal to the Healer's basic offensive ability (see Table I) minus the total amount of bodily defensive damage taken by the creature. This requires one hour and one unit of herbs. This treatment can only be administered once per day to the same creature.

HEALING CRITICAL HITS

The probability of a Healer healing critical hits is equal to the basic defense of the Healer. (See Table I.) Only two critical hits per day may be treated on a particular creature. It takes 2 elixirs and two hours per critical hit. The damage done by a critical hit is cured when the critical hit is, except in the case of total blindness, total immobility or severed limbs.

TOTAL BLINDNESS; TOTAL IMMOBILITY; SEVERED LIMBS

Only a fourth plane or higher Healer may treat these wounds. The probability of healing is still equal to 5 times the skill level. It requires two elixirs and two herbs and one week of rest for the injured creature. Only two attempts can be made to cure these.

With severed limbs the limb must be kept to be attached. A player permanently losing an arm rolls percentile dice to determine how much is permanently subracted from his or her offense and defense. The number rolled is the amount subtracted from offense and half that for defense.

At fourth plane the Healer may regenerate limbs or eyes. This may only be tried once and the percentage chance of it working is 5 x skill level.

At fifth plane the Healer may attempt to bring the life back *to a body not* over one week dead. The percentage chance of doing this is 5 x skill level minus 5% per day dead. A character can only be restored to life twice. Creatures may be restored only twice.

HISTORIANS (ARCHEOLOGISTS)

This subclass is defined just as it sounds. The player character who chooses this subclass gains the following abilities. The percentage chance of knowing the following in any situation is simply 5 times the player's skill level.

1. Ability to read runes.
2. Ability to recognize artifacts.
3. Ability to recall from history magical items. This means that when the party comes across magical items the historian has fives times his skill level chance to know what it does or most of what it does.
4. Ability to sense for hidden artifacts.
5. Access to legends and folklores the referee wishes to disclose. These disclosures should be made separately to the Historian allowing him the option of when and how he wants to disclose it to the party.
6. During between-adventure rests the referee can disclose buried cities or hidden treasures to the Historian. The Historian is assumed to have come across these in his readings.

HUNTER/HUNTRESS

By reading the signs of the country-side and having an extra bit of inner-directional guidance this subclass has a 5 times skill level chance of doing the following.

1. Knowing the correct direction at a critical junction.
2. Recognize the type of animal by seeing its track.
3. Has a 5 times skill level chance of not being surprised.
4. Recognizing or locating strange flora or fauna.
5. Can always see 50 feet further in the dark than normal.
6. Detecting traps in natural situations.
7. Sense the nearness and number of creatures. That is, when a creature comes within 200 feet the Hunter/Huntress might sense what kind and how many of them are lurking nearby.
8. Set trap for unintelligent beings equal to 5 times skill level minus creature's difficulty factor. If trapped the creature is subdued. This works in natural settings only.

JEWELER

1. A jeweler can automatically give the tam worth of non-magical gems upon close examination.
2. A 5 times skill level chance of detecting if a gem is magical and what properties it has.
3. By taking gems, tams and valuable items in the rough, a jeweler can increase their total worth by working them into jewelry, rings, boxes, etc. The total percentage increase in the rough material is equal to 5 times the skill level of the Jeweler. Example: A Jeweler accumulates 100 silver tams and a few loose gems with a total value of 60 gold tams. A fifth level Jeweler can increase their value by 25%, or 15 gold tams, making the total value of the jewelry worth 75 gold tams. It takes 1 hour per 10 gold tams worth of rough material to be reworked. In our example it would take 6 hours of work.
4. Fake jewelry can also be made by a Jeweler. For every 1 gold tam worth of material, fake jewelry can be made that resembles 5 gold tams. The percentage chance of fooling a person is equal to 5 times the skill level of the maker. The time for making it is the same as for regular jewelry. If another Jeweler examines it the percentage chance of fooling him or her is equal to 5 times the maker's skill level minus 5 times the examiner's skill level. If the examiner is a higher level than the maker the detection is automatic.

MARTIAL ARTS (FOR ADVANCED PLAYERS)

A normal man fighting with his hands has a -5 damage modification. He also uses a +7 quickness in place of the weapon quickness on the Character Sheet (#6).

This is not the case with a master of one of the following sects. Find the strength and coordination roll made on #5 on the Character Sheet. To determine the amount of damage done when fighting with hands take those two rolls to the following table and find the damage modifications. Take each roll separately and find two Damage addition numbers. Add the two numbers and then add this to the -5 (regular damage). Make a note of this total and continue on.

Strength and Coordination	Damage Addition
1-5	-1
6-15	0
16-85	+1
86-95	+2
96-100	+3

The next step is to choose which sect you wish to belong to, by noting the different abilities each entails.

	Tiger	Hawk	Praying Mantis	Dragon	Serpent
Quickness	+10	+13	+11	+9	+8
Defensive	+10%(50% max)	+5%(40% max)	+15%(45% max)	+10%(60% max)	+5%(45% max)
Additional Damage Pluses	+1/2 levels	+2/4 levels	+1/4 levels	+3/5 levels	+1/1 level* *up to 12

Defense: The first number is the additional defensive body damage a character may take per skill level. This number is added to the character's defense each time he rises in skill level until the maximum is reached. The second number is the maximum additional bodily defense that can be added.

Quickness: Use this quickness when fighting with hands in place of the weapon quickness (#6 on the Character Sheet).

Pluses: Find the number derived from the first table. You take this plus the first number indicated per plane to find the damage modification when fighting with hands. Example: a martial arts master of the Hawk sect who is 8th skill level. The number 5 he derived from Table One is -1. Take this and add +4 and the total damage modification done when fighting with hands is +3.

The masters of the sects also carry the following weapons. Do not add quickness and damage to the totals derived above. Instead use them as normal weapons.

Tiger--The Claw is this sect's weapon. It is quite similar to a morning star with hooked and barbed protrudements from the ball. It is strictly a melee weapon.

Claw +1 damage 6 quickness 4 reach

Hawk--The Talon is the weapon of this sect. It is a five-pointed weapon about the size of a silver dollar that is thrown. It is strictly a missile weapon.

Talon +2 damage 12 quickness 20 ft. close range

Praying Mantis--The Strike is this sect's weapon. The Strike is two flails that are grasped in both hands and swung around and used together when hitting. It is a melee weapon.

Strike +2 damage 8 quickness 5 reach

Dragon--The Flame is the weapon of this sect. The Flame is a small spear that ignites on the end. It can be used as a melee or missile weapon.

Flame +1 damage 7 quickness 3 reach
20 ft. close 40 ft. medium

Serpent--The Jaw is this sect's weapon. It resembles a three-bladed dagger and is for melee only.

Jaw +2 damage 10 quickness 1 reach

Results of wearing armor - Wearing armor restricts the movement of a master, thus reducing his ability to dodge blows. To represent this, for every 5% of armor added reduce the defensive bonus a master receives by 5%. But never subtract more than the bonus you added for your martial arts ability. Example: A second level Tiger master has an offense of 110% and a defense of 55% without armor. (35% regularly plus 20% addition for that sect.) If he puts on 5% worth of armor you add this to his defense but subtract 5% from the bonus he gained as a Tiger master. Thus, the man will still have a 55% defense. Now let us suppose he attempts to put on 70% worth of armor. His total will be 105% because you cannot subtract more than your bonus.

For every 5% additional armor worn subtract 1 from the quickness, but never subtract more than that allowed for an ordinary man.

The only abilities the five sects have in common are the following:

1. 5 times skill level chance of escaping chains, ropes and control spells and devices due to the superior control over their own body.
2. 5 times skill level minus difficulty factor chance of escaping from containers with at least a head sized opening.

SENSITIVE

This subclass deals with the abilities of the mind. Five times skill level chance of accomplishing the following.

1. Being able to transmit/receive a thought sentence to another willing sentient organism.
2. Being able to detect truth/falsehoods when in physical contact with another being (use 2 times skill level for percentage chance when not in contact but within sight).
3. Being able to locate a previously known person(only once per 24 hours).
4. Hit another being within a 100 ft. area with a psychic blast. This is done by rolling the percentile dice to determine the column of damage done on the combat table and rolling again to cross index. Due to the sensitivity of this subclass there is a whiplash effect causing 1/2 damage to the sensitive. That is, roll again as described above only take half the damage indicated on the table.
5. Being able to detect magic.

THIEFS/ASSASSINS

Five times skill level chance for the following.

1. Detect traps.
2. Remove detected traps.
3. Steal from semi-closed objects without being detected. This includes pockets, backpacks, baskets, etc. If stealing from another Thief it is minus 5 times the other Thief's skill level.
4. Can hide in dark places if unseen when entering it and doesn't move once in it. Automatically detected if someone comes within 10 feet.
5. Imitate and disguise oneself as another humanoid if given one hour in a normal setting. Roll for each individual who knows the person being imitated personally.
6. Minus an assigned difficulty factor for opening tightly sealed containers such as safes, locked lids and doors, etc.

ADVANCEMENT

Characters go up in skill level differently by accomplishing tasks through the abilities of their main character type. A player needs to accumulate five points to advance to the next skill level. By advancing skill levels a player gains that shown on Table I plus the higher percentage chance of accomplishing subclass abilities.

A good bench mark to awarding points is when a player's character's ability leads to the destruction, subdual, capture or control of an opponent with a skill level equal to or higher than that of the player.

This means a Swordsman gains points by meleeing, an Archer by firing missiles, an Alchemist by gunpowder weapons or potions, an Animal Master with his animals, and a Wizard by using spells. Remember, to gain points you need only aid in conquering an opponent equal to or greater than yourself. If every player aids in the capture of a creature their level or higher using their own special abilities, every player will receive one experience point.

TURN

This game is based around the concept of a turn divided into two segments. Segment one consists of movement, missile and magic. Segment two consists of three rounds of melee.

SEGMENT ONE

The person who has the highest quickness number at the beginning of the turn gets to perform his action first. This action might be drawing a weapon, moving, shooting a missile or performing magic. When he has completed the action the next highest number gets a choice and so on until all players have had a chance to react during segment one.

Explanation of segment one components.

MOVEMENT

If the character wishes to move simply find your quickness on the Movement Chart at the bottom of the Character Sheet. (1" = 5 ft.) Remember that a weaponless man adds 7 to the quickness total in the place of weapons. Characters in melee may not move, unless they are 2 levels higher than all opponents engaged, or can successfully parry 2 consecutive melee rounds. (See Parry.) Moving is always done in the order of quickness. Men may not run more than 2 consecutive turns.

MISSILES

If a character is appropriately armed he may choose to fire or throw a missile during segment 1. Firing a missile while in melee is prohibited. If firing into a melee, there must be an equal chance of hitting any within the melee whether friendly or not.

You may move and fire but your offensive chances of hitting will be modified by the amount shown on the missile modification table. You can fire before your quickness number comes up but you forfeit the chance to move.

INDIRECT FIRE

Those weapons marked with "in" mean that the weapon is capable of indirect fire (firing in an arc). The only difference between direct and indirect fire is that a dead space must be observed in indirect fire and a -10% to offensive total. A dead area is where an object can't be hit by a missile user when firing over an obstacle. The dead space is directly on the opposite side of the obstacle from the firer of the missile. The dead area is equal to the height of the obstacle minus the height of the missile user. Example: a five foot man shooting over a 10 foot wall means that he is unable to hit anything 5 feet behind the wall.

Reloading is done during segment one and no other action is possible if this action is chosen.

MAGIC

If spells are cast no movement or missile is possible during that turn. Casting magic into a melee has an equal chance of effecting any in that melee. Casting spells while involved in melee is prohibited, but magical devices such as wands, staffs, jewels etc. can be used if set up to do so.

Spells do not have indirect fire.

GENERAL SEGMENT ONE COMMENTS

Rearming with weapons is done in segment one. That is, swords can be drawn, or bows grabbed or magical items pulled, when the character's quickness comes up. Those weapons and devices that can be used in melee may be used, if the character has drawn the weapon in segment one. However, if it is an item or weapon strictly for segment one use, then the character must wait until segment one of the next turn to use it. For example: a Swordsman and an Archer burst into a room and come across two Frost Giants. The Archer fires and doesn't pull his sword. A Frost Giant attacks him but the Archer cannot fight with his sword. The Swordsman draws his sword and moves into melee. When three rounds of melee are fought by the Swordsman the Archer may draw his weapon to fight. (Note: the Archer could have pulled his sword, but forgot.) Missile weapons may only be drawn during segment one. Melee weapons may be drawn during either segment one or at the <u>beginning</u> of segment two.

SEGMENT TWO

MELEE: (3 ROUNDS)

When a character moves into contact with another creature segment one stops for that character. The player must wait for all the other players to complete segment one.

When the initial contact is made the decision of who strikes first is made by, once again, whoever is the quickest.

Withdrawal from melee is possible only if the creature wishing to withdraw is 2 levels higher than all opponents in the melee or after 2 successful parries.

PARRY

This is done by using your weapon to deflect strikes at you. A successful parry is one in which no opponent was able to hit you that round. Parrying adds +20 to your defense. You cannot strike back at an opponent during the round that you choose to parry because your weapon was committed to defensive strokes rather than offensive ones.

A character unable to withdraw is locked into segment two turn after turn until he or his opponent falls into stunned status. (See melee resolution.) The only act a character may do during segment one when locked into melee is to rearm with readily available weapons.

Although melee is the longest segment to work out, it should be kept in mind it really is only as long as it takes a man to strike three times with his hands. (Very Fast)

RESOLUTION: MELEE, MISSILE, MAGIC

MELEE

Once it is determined who strikes first, melee is resolved as follows: the striker's offensive total minus the defender's defensive total gives the percentage chance of hitting the opponent. For example: let's say 120 off. - 60 def. = 60% chance of hitting. The striker then rolls percentile dice and a roll between 1 to 60 inclusive hits. After a hit has been scored go to the combat table and locate the percentage chance of hitting along the top of the matrix. In this case, 60. Now adjust for weapon type by looking at the damage modification number that should be noted on the Character Sheet. For example: if our striker were using a dagger the weapon modification would be -3. This means you move 3 columns to the left on the matrix table; move from the 60 column to the 45 column. The striker rolls again and locates this roll on the side of the matrix and cross indexes to the 45 column to find the damage done to the defender. Damage is immediately taken from the defender before the defender strikes back. (See Damage explanation.) The defender will then strike back the same way his opponent struck him and that ends one melee round.

If the roll is 61 to 100 the striker misses and the opponent strikes back. Regardless of offense minus defense results, an attacker should always have at least a 5% chance of striking doing damage on the X column. If offense minus defense results are over 100% confine damage to the Y column. *A player may only strike one attacker per melee round.

MISSILE

Missiles are resolved very similar to melee. You take the missile user's total offense minus any modifications applicable on the missile modifying table minus the target's defensive total. This again gives you the percentage chance of hitting. Roll and if you hit modify for weapon damage and roll again to cross-index for the damage done. The target subtracts damage immediately.

MAGIC

When spells are cast the magical offense is the innate ability (#2 on your character sheet). Using the same concept as with melee and missiles the percentage chance of the spell working is the magical offense minus any magic resistence, if applicable. The resolution will be as stated in the spell book.

*** The number of strikes per melee round by creatures must be decided upon by the judge due to their special characteristics.

DAMAGE EXPLANATION

Within the boxes in the Combat Table are three numbers. The upper left hand number is the offensive damage to be subtracted from the defender's offensive total before the defender strikes back. The upper right hand number is the total body damage to be subtracted from the defender's defensive score. The bottom right hand number is the armor damage to be subtracted from the defender's defensive total. (Note: to simplify, defense can be treated as one number.) Any damage great enough to touch or go below the dark diagonal line is a critical hit. When a critical hit is scored, another roll is made on the special damage table and the damage noted there is applied to the defender.

When the defensive armor total is beaten down to zero all defensive damage is applied to the body. Armorless creatures take total defensive damage to their bodies.

STUNNED STATUS

When either the offensive or defensive total reaches zero the creature is unconscious. This means it will expire in 5 minutes if not treated. The stun spaces on the damage table indicate the defender is to assume a stunned status which is similar to unconsciousness. Also, 5 critical hits will put the creature in a STUNNED STATUS.

(See Subclass Healers and Subclass Armorers for regaining damage taken.)

SPELL BOOK

The following is a list of spells accompanied by tables that summarize the important points. These tables are to be used by the Wizards during regular play. All spells have a range of 100 feet unless otherwise noted. The duration of a spell is 5 minutes times the skill level of the caster unless otherwise noted. Only one spell can be cast per segment one and they take immediate effect unless otherwise noted.

As a Wizard progresses in skill levels he learns more effective uses for the spells they know. This is why most spells progress from plane to plane. A Wizard may use all spells their plane and below. The Wizard may also choose any degree of a spell he wishes that is his plane or below. It costs one manna per plane for the Wizard to cast it. Remember manna returns 24 hours from the time the manna was used. Spells marked with an asterisk are memorizable spells.

FIRST PLANE

1. *Binding: a magical wrap by the Wizard. A faint light blue concentration of aether entwines itself about its victims. It takes a man 5 minutes to cut out of it. The Wizard chooses what she/he wants wrapped.

2. Paralysis: this spell effects the nervous system of the victim. Effects vary from slowing victim down to convulsions.

3. Create a Familiar: only one Familiar can exist at a time. To create it, it takes living pages from the Wizard's spell book and about one day's time. The Familiar is an extension of the Wizard's ears and eyes and may travel and report back all that it has seen with the same understanding as the Wizard. The pages that are used will become the Familiar's abilities. For example, a Fly page will give the creature wings, a flame spell would make the creature fire based and able to use fire equivalent to the Wizard at the time of its creation. All Familiars bear a vague resemblance to their creators. It takes 1 manna per day to sustain the Familiar and upon death the Wizard takes one-half of the Familiar's offensive and defensive damage. Due to their magical nature Familiars can not wear armor.

Their offense is equal to minus 50 from the Wizard's offense and defense is equal to minus 15 from the Wizard's defense. They have magic resistance equal to the Wizard's.

Plane 1 Size 1 and 1 page
Plane 2 Size 2 and 2 pages
Plane 3 Size 3 and 3 pages
Plane 4 Size 4 and 4 pages
Plane 5 Size 5 and 5 pages

4. *Temperature: This is the power over hot and cold. The spell contains several possibilities of use, therefore the Wizard must announce how she/he wants to use it. Only one use is possible in a single casting.

a) Cold/Fire Resistance--this is the ability to cool or heat the area to lessen the damage caused by fire or cold. It increases in both power and area effected as skill level increases.

b) Fire and Ice--this is the true mastery of fire and ice. At first plane the caster can cause sparks and flames to leap from his body or sleet and hail. It is used for distracting reasons rather than to do damage. It will protect against fire and cold based creatures. The chance of such a creature not attacking is equal to 5 times the skill level, divided by 2.

At second plane the caster can cause a 2' x 2' area on a nonmagical wooden structure to burst into flame.

At third plane, the spell can cause a 10' x 10' area to burst into flame or fall into a deep, misty, frozen area. Anything that passes through this area takes 50 column damage. Opposite based creatures take Double damage. (I.E. fire based creatures passing through an ice area take double the damage indicated on the 50 column).

At fourth plane, the caster can cast a fire sphere 10' in diameter causing damage on the 75 column for all creatures hit by it. The inverse of a fire sphere is naturally a blast of cold doing the same amount of damage. Damage is double for opposite based creatures and the range is 200 feet.

At fifth plane casters will cause a river of fire to spring from the earth and run 100 feet long by 10 feet high by 5 feet deep; or a terrible blizzard in a 20' x 20' area that can be moved 4" per turn. If concentration is lost on the blizzard it will remain stationary. Damage to any creatures by this will be on the Y column.

FIRST PLANE (continued)

5. Light: This spell allows the caster to create light and absorb it. The light emits from the caster's body and lights an area equal to that shown on the tables. Absorbing light applies only to normal light such as torches or daylight, and absorbs light in an area equal to the caster's ability to create light.

At second plane the caster can create three were lights (1' diameter spheres) that may travel up to two hundred feet anywhere a caster is able to look, including underwater. (Each werelight casts light 25 feet.)

At third plane a caster may cast invisible light. This is a light that allows anyone within the area to see as if in daylight. To anyone located on the outside of the area it seems to be dark. The area effected is equal to the caster's ability to cast normal light.

At fourth plane light can be emitted by or absorbed from anything, and Wizards may choose what lights they want to be affected.

At fifth plane a burst of light that for one turn temporarily blinds anyone looking at the caster may be cast.

6. * Interference Shield: this spell allows the caster to create a sphere that slows and shifts the direction of things that enter it. It is most useful against missiles and items hurled at the caster. This is accomplished by adding additional defense to the armor of anything inside the sphere. The amount added to the defense is equal to 5 times the skill level of the caster. This means anyone inside the sphere may add 5 times the caster's skill level to their defense when a missile is fired at them.

The spell also has a lesser effect on large masses such as creatures who try to enter it. For the first turn entering it or when fighting through it, the creature's quickness is slowed down by the amount on the table. Note that at first plane if a Wizard wishes to fight in melee he must also fight through it to hit an opponent. At higher planes it is assumed the Wizard will strike once the opponent is inside it.

If any part of the sphere touches something such as walls, the caster's movement is effected by subtracting whatever quickness is shown on the tables due to resistance. The sphere is invisible.

7. Sleep: puts any creature except the Undead to sleep. At the first two planes the victims will appear to faint, if standing, and to fall into a normal sleep. This may last up to ten hours depending on the desires of the Wizard. At third plane the Wizard may cause the victim to dream of whatever the Wizard desires. At fourth and fifth plane the Wizard may implant a dream in the victim's mind so that he will dream it in normal slumber, and also cause a sleeping victim to appear dead.

8. Wall: this spell effects a 10' x 10' area.

At first plane it will create a smokey wall to obscure vision.

At second plane a camouflage wall is created. For example, if cast in a doorway it would appear as a solid wall. If cast in shrubbery it would appear as bushes, etc. However, attempts to investigate will negate this spell.

At third plane it will create a stone wall 6" thick.

At fourth an iron wall to hinder magic. (-50%)

At fifth an invisible wall that causes any entering it to take damage on the Y column twice.

9. Detect: This spell works in an area 10 times the skill level of the caster. It starts with the general feeling there is a manna using device or creature somewhere in the sphere. At second plane it detects if there is life present. At third it detects the skill level of a creature. At fourth plane it detects where a known object or person is. At fifth plane it detects the type and number of creatures.

10. * Negate: allows the caster to negate or dispell the effects of anything previously created by a spell or magical device. The chance of negating is equal to the probability of casting the spell minus the roll made that caused the effect. For example, a Wizard casts a transmute spell on a member in the party causing him to begin to melt and rolls a 32 to do it. A Wizard in the party throws a negate spell. The Wizard in the party has a 72% chance of throwing a spell. Thus, the chance of negating this spell is 40. (72-32=40) Remember, only effects and only spells that the Wizard knows can be negated.

SECOND PLANE

1. * Control: this spell only effects creatures up to one skill level higher than the Wizard. At second plane this power starts with the power of suggestion. A Wizard will verbally suggest something to any creature understanding language and if kept simple and not too far out of the ordinary, the creature will do it. At third and fourth plane physical actions are controlled. The Wizard must stay within casting range to control. At fifth plane physical and mental action is controlled so the creature will also answer questions.

2. Shield: the Wizard may form a defensive covering about him or other objects and creatures. This defense is to be treated as armor defense.

SECOND PLANE (continued)

3. Fly: this spell effects both creatures and objects. The speed of levitation and flying is equal to twice the ground movement of the creature. At second plane a Wizard can levitate one creature or object. This is a straight up and down type movement. This weight increases according to the tables. At third, fourth, and fifth planes the Wizard can fly, or cause to fly, that indicated on the tables.

4. *Voice: this is the power over the words and tones of the voice. At second plane it starts with being able to imitate voices and animal sounds. At third plane it deals with the ability to throw one's voice so that it appears to be coming from somewhere else. At fourth plane it is the power of the oratory. That is, the power of persuasion. A Wizard could persuade beings into doing something or taking any action that is not too far out of the ordinary. It effects 5 times skill level percentage of people in a crowd. At fifth plane if the spell is effective, the Wizard will know words so powerful that they will do damage to a creature. The amount of damage, if successfully cast, is determined by a separate die roll. The number rolled is the column of damage that can be done. A Wizard may always choose a lesser column of damage if desired.

5. Fear: this spell is cast at the number of victims shown on the tables. It causes any creature to visualize the caster as one of its greatest fears personified. If the spell is successful the creature will do one of three things. Roll again and subtract the victim's skill level and apply the number to the following table: (1-30) minus 20 offense and 15 defense; (31-60) creature will not attack caster unless attacked first; (61-100) run the safest way away from the caster for three turns.

6. Portal: This is the power over openings such as doors, hatches, windows, drawers, etc. At second plane it allows the caster to unlock or lock the doors, etc. A magically locked door will not open by normal means and can not be broken down, regardless of how flimsy the original door. It must be opened by magic or exceptional strength (creatures stronger than a normal man). At third plane not only will the doors lock and unlock but they will also open and close. At fourth plane a door, etc. can be caused to burst apart, doing random damage to anything within 10' of the other side. At fifth plane a simple instruction can be permanently given to a door, lid, etc. An example of such a message as who it is to open itself for, or specific times of day to open, etc.

7. Transmutate: this spell deals with turning objects into one of three states of mass--gas, liquid, solid. For the spell to work the caster must be able to see what he is casting at. Things that are made of several different states should be considered as the state most obvious. For example, although animals and plants are both liquid and solid in make-up, they should be treated only as solids for purposes of this game because that is their most obvious state. A caster may only throw one transmute spell on an object unless the caster wishes to return the object back to its original state. For example, a Wizard could turn a human to a liquid mush but not turn that mush to gas. The Wizard could however turn the mush back to human. The transmute spell only works to turn the object into the next state. Examples: gas only to liquid, liquid to gas or solid, solid to liquid. If a Wizard throws a solid spell on a solid creature the creature will appear as if it turned to stone. A liquid on a liquid creature will also immobilize it, and the same with gas to gas. Effects up to 40 cu. ft. maximum.

Healers can heal transmuted flesh but begin work when the spell has worn off. This spell does not work on magical items.

8.* Telekinesis: allows the caster to move objects mentally. At second and third plane this is limited to objects that can be seen. At fourth and fifth plane the caster can call for familiar objects to come to him or her provided the object is within range. Maximum weight for objects are assigned on the table.

9. *Language: This spell encompasses all types of humanoid speech, both ancient and modern. At second plane it allows the Wizard to read and write the language. At third plane the Wizard may understand the language when spoken to him, and has the ability to speak clumsily in reply. At fourth plane the Wizard has mastered the ability of fluent speech. Also, the Wizard may detect dialects to give him information about noble or ignoble breeding or general location of the speaker. At fifth plane the Wizard can cause or allow any three beings to speak fluently in any language the Wizard has heard.

10. Food: at second plane the caster can create any type of rare or exotic foods that have normal qualities to them. At fourth and fifth planes even the abnormal qualities can be reproduced in the amounts shown on the tables.

THIRD PLANE

1. Catastrophies: this spell allows the Wizard to create one of the three natural forces listed below.

Whirlwind--this is a whirling motion of wind effecting an area 20 feet high having a 10' x 10' base. It does the damage indicated on the tables to any creature in the area. Double Damage to air creatures.

THIRD PLANE (continued)

Waves--this causes waves to rise in a body of water. The size of the wave is roughly 15 feet long and 20 feet high doing the damage indicated on the tables to any creature in its way. Double Damage to water creatures.

Tremor--this causes the earth to split open to the dimensions indicated on the tables. The fall of any creature into it will cause the damage indicated. If a caster discovers the way to close the split up while the creature is in it, the creature will be allowed two minor movements before it becomes too weak to continue. Double Damage to earthen creatures.

2. Strike: this is the invisible force a Wizard may use to do damage to a creature. The Wizard need only see the creature and be within spell range to do the column of damage indicated on the tables.

3. Electric: at third plane the caster can create protection from electrical charges for the area indicated on the tables. The amount of damage modification is also located there. At fourth plane the Wizard can cast an electrical charge about his body or about other creatures and objects that will cause anyone that touches it to roll on the damage column indicated on the tables. Detectable by a faint glow in the night. At fifth plane the Wizard may call down the lightning from the heavens to strike at a victim causing the damage shown on the table.

4. Shadows: shadows may travel any place it is possible for a shadow to be cast. Shadows can not exist in total darkness. Shadows may not fight in the melee segment of a turn unless it fights the being who originally cast the shadow. The number of shadows effected are located on the tables.

At third plane the Wizard may allow his body to be absorbed into his shadow and travel as a shadow, passing through doors and spying from ceilings. Even though a shadow can't melee other beings, the Wizard could still cast memorized spells. All material objects including a book is left behind when in shadow form.

At fourth plane the Wizard can use this spell on other living creature's shadows, allowing them to do the same thing he can do as a shadow.

At fifth plane the Wizard can control other's shadows. The Wizard can force an opponent's shadow to fight the opponent. Shadows can only be hurt by spells, magic, and darkness. A shadow will fights its originator having an offense equal to the originator minus 30 and a bodily defense minus 25.

5. ESP: at third plane the caster has the power of clairaudience, that is, to hear anyone perfectly within spell range. The caster has the option to hear it only by himself or to let anyone within 10 feet of the caster to hear it also. At fourth plane the caster has the power of clairvoyance, that is, the power to see clearly anything within spell range. There is also an option to see alone or to allow anyone within 10 feet to see also. At fifth plane the caster can use clairaudience and clairvoyance simultaneously.

6. *Communication: this spell allows the caster to communicate at any distance to a previously known and willing being. The communication is in the form of a simple sentence or a snapshot picture of what the Wizard is looking at. At fourth plane a Wizard will also be able to receive a message back. At fifth plane the message may be received by all the willing beings within a previously known 40' x 40' area.

7.* Maxi/Mini: this spell allows the caster to shorten or lengthen the time a spell lasts by 50%. By casting this spell with another spell (an exception to the rule), the effect of a spell may be delayed for up to 24 hours.

8. * Reverse: this spell works on the segment one attack forms of missile and magic. The spell will cause all spell effects to take place on the caster and missiles to strike the Archer firing them. Only spells known to the Wizard can be reversed. Magic is done the same as Magic vs. Magic (explained earlier). Missiles are done the same as magic. The Archer rolls and uses this number in place of a magic rating.

9. Sound: this spell gives the Wizard the power to create an area of silence equal to that shown on the tables. It also allows the Wizard the power to create noises, that is, sounds such as trumpets, crowds, but not voices. The Wizard is also able to create sounds that will vary in pitch causing the damage shown on the tables to anything within that area.

10. Strength: this spell is directly related to the strength table located in the Character Creation Flow Chart. The Wizard may roll the number of dice indicated on the tables. If the Wizard wishes to add strength to a being he will ignore the negative rolls and add all the offensive pluses to the character. If the Wizard wishes to weaken a character he is to ignore the pluses to offense and accumulate the negatives to offense. Simply go to the Strength Table and roll.

FOURTH PLANE

1. Summon: this spell allows the caster to summon to him any willing being that was previously known. Remember, like a communication spell the beings must be willing to come. (Known means met in person.) This spell lasts 8 hours then the summoned creature returns.

FOURTH PLANE (continued)

2. Return: this allows the caster to return to a previously designated location. The number of additional beings that can be teleported are located on the tables. There is a 2 turn delay before the spell works.

To operate this spell a Wizard must have previously stated where he wishes to be teleported. In other words, the Wizard must be in the place and state "this is my return point when I teleport." If a Wizard wishes to change the return point he need only state the new point at the time he is there. Only one return point can be designated at a time.

3. Animate: this spell will cause statues to come to life and obey commands from the Wizard. The statistics for offense and defense should be derived from the Creature Tables. If none are available, the Judge should choose an appropriate plane and a roll made to determine the exact skill level. All obvious abilities such as flight will be allowed for the creature. (Use Table 1)

Paintings and two-dimensional objects can be caused to move and make noises from within their confined areas, such as frames, dishes, etc.

4. *Illusion: this spell allows the Wizard any illusion provided it will fit into the area designated on the tables. A character will take damage from an illusion until the character realizes it is not real. The character has a 5 times skill level chance of knowing it to be unreal per turn.

5. Invisibility: this spell allows a Wizard to bend light to make him invisible to the normal eye. The total of objects and other creatures that can be effected per spell are located on the tables. This spell can also be cast to see invisible objects and effects the same number of creatures if desired.

6. Change Shape: this spell effects only the Wizard. It allows the Wizard to change from one form into another. It is limited, however, to size 2, 3, and 4 creatures. When in the form of another animal or object the Wizard maintains his own intellect but possesses the physical attributes of the creature. The Wizard can only change shapes into that which has been personally seen by the Wizard. All articles such as clothing and books are left behind unless in the new form the Wizard is able to carry it. One turn delay before taking effect. During the delay turn the Wizard is in the same status as if he were stunned. Remember, only physical attributes, offense, defense, quickness, etc., not mental or magical.

7. Symbols: this spell gives the Wizard the power to make or paint. etc., a symbol that will have the same effect on a creature as one of the following spells: Binding, Paralyze, Sleep, Fear, and Strike. Only one symbol or hex may be kept within a 10' x 10' area, or they lose their power. The percentage chance of a hex working is equal to that of the Wizard casting it. A creature must look at it for it to work. The Wizard may state at its making any one that the symbol is not supposed to affect. Symbols last until broken or negated.

8. *Body Control: this is the power over unconscious bodily functions. It allows the caster to slow his or someone else's bodily functions down. This would allow for such things as the resemblance to a death state or extending the 5 minute stun period to one day. The control even allows the caster to adjust personal body weight to float lightly down through air or to become just light enough to walk on water.

9. Passage: this spell will create a 5' x 5' x 5' opening that can be passed through. It is used by Wizards to pass through walls or blocked passage ways. A succession of these spells would cause a corridor through even mountains. Naturally, the passage disappears when the spell duration is over.

10. Aetherial: the Wizard may change himself or another person or object into an aetherial form. In aetherial form you and everything on you appear the same but less dense in substance and may be seen through. You cannot be touched by normal weapons, nor may you melee or cast spells. You can pass through doors and walls but are unable to pick up any physical objects. Aetherial objects can not be picked up unless you are in aetherial form.

FIFTH PLANE

1. *Hand: this spell works as if the Wizard's hand was up to 10 feet from his body. It is not really a hand, but an invisible force that would allow the Wizard to do anything that could be done with a hand like carry a sword, fumble with locks, clutch throats, open chests, etc. The Wizard must concentrate on this spell continually for it to work.

2. Exhaust Aether: this spell allows the caster to absorb all the aether in a 10 cubic foot area. This means that no spells can be cast from that area and no magical devices will work in it.

3. Book: this spell will allow the caster to create the magic book the Wizard uses to cast spells. The life force the book takes on is determined by its creator.

4. Time: this spell effects the turns in normal play. It can allow a person to take two turns to anyone else's one. Inversely, it can cause another person to slow down, allowing everyone else two turns to his one. An accelerated person always strikes first and slower person last.

FIFTH PLANE (continued)

5. Restore Magic: this spell allows the Wizard to restore the magic in devices. For example, gems with limited charges can be recharged or swords that have lost their power can be restored.

6. *Curse: this is a delayed spell that will happen to any living organism at the time the Wizard sets. Example: Transmute: "Your flesh will melt to a puddle of mush on your wedding day." Electric: "You will be struck from the heavens by lightning the day you break that promise to me." There is no reoccuring curse, that is, you cannot say "every time you break a promise to me."

7. Undead: this spell allows the Wizard to place a soul in a dead body. To do this the Wizard will bargain with the spirit, asking it to perform a simple short term task. Example: "Kill the high king," not "Protect me for two weeks." Undead can only be hurt by magic. If the creature is dismembered by normal weapons it will eventually put itself back together. The creature fights with 3/4 of its original offense and defense. No magical abilities come back to the Undead. When Undead are created, keep track of the roll used to create it. This is its magic rating in case another Wizard attempts to dispell it with a negate spell. After the Undead has completed its task there is a 50% chance it will try to kill its creator.

8. Duplicate: this spell allows the caster to duplicate a single object or creature. This duplication only applies to non-magical parts of objects or creature. Example: if a Wizard duplicates himself the duplicate will be a naked copy of himself with no ability to cast spells. The offense, defense and quickness will be the same. To duplicate a magical +1 sword would create a replica of the sword without the +1 magic ability.

9. Possession/Exorcism: this spell allows the Wizard to exchange minds and souls of two creatures. Unlike other spells this spell is permanent until an exorcism is performed. To determine if this spell is successful a battle must be fought. The Wizard rolls to determine the magic rating of his spell (less than or equal to probability of casting). The strength roll of the creature threatened is used. The first one to make a second roll equal to or less than their magic rating or strength roll wins. (Is possessed or is not.) If a tie, the higher roll wins. (See Magic vs. Magic.) Exorcism is done the same way, and returns the souls and minds to their original bodies.

10. Clone: this spell allows a Wizard to grow a duplicate of a humanoid creature from a piece of skin. The skin cannot be over a month dead. The clone takes one month to grow. At maturity the clone will have all the memories, be the same age, but possess only those skills the humanoid had minus two planes. The clone spell only works on humanoids and then only after the death of the humanoid.

SPELL TABLES

Name	Information	I	II	III	IV	V
Plane I						
1.* Binding	5 minutes to cut free	1 creature	2 creatures within 20 ft cubic	3 creatures within 30' cubic	4 creatures within 30' cubic	5 creatures within 30' cubic
2. Paralysis	nervous system	1 creature Off 30 | 50% Def 15 | move	2 creatures Off 50 | 50% Def 25 | No Speech	3 creatures Complete	4 creatures Convulsions 20 Column	5 creatures Convulsions 50 Column
3. Familiar	1 spell per plane	size 1	size 2	size 3	size 4	size 5
4.* Temperature:						
Fire Resistance	area affected/ less damage	self | -2 damage	5' cubic | -4 damage	10' cubic | -6 damage	15' cubic | -8 damage	20' cubic | -10 damage
Aura	harmless outline/ light	self	size 3	size 5	50' cubic	100' cubic
Fire/ Storm	double opposite based	fire & sleet from body	2'x2' area wood to flame	10'x10' area 50 Column	10' sphere | 200' 75 Column	20x20 Y Column River-Blizzard 4"
5. Light:	Light & Dark	25 ft. radius	50 ft. radius	100 ft. radius	200 ft. radius	300 ft. radius
	Were Lights		200 ft.	200 ft.	200 ft.	200 ft.
	Invisible Light			100 ft. radius	200 ft. radius	300 ft. radius
	Directed Light & Dark				from anything	from anything
	Burst of Light					blinded one turn
6.* Interference:	Missile addition to defense	5 x S.L.	5 x S.L.	5 x S.L.	5 x S.L.	5 x S.L.
	Slows creatures entering it	-2 quick	-4 quick	-6 quick	-9 quick	-12 quick
	Area affected	2' x 2'	5' x 5'	10' x 10'	20' x 20'	40' x 40'
7. Sleep	10 hrs all but Undead	1 creature 1 turn delay	2 creatures immediate	3 creatures dreams	4 creatures delayed dream death state	5 victims delayed dream death state
8. Wall	10'x10' area	smoke vision	camouflage	stone	iron -50% magic	annihilation 2 Y Column
9. Detect	Area affected 10 x S.L.	manna use	life	skill level	known object person	type & number of creatures
10.* Negate	Probability-Magic Rating	--	--	--	--	--
Second Plane						
1.* Control	must be within spell range to control one S.L. higher		suggestion	physical	physical	physical mental
2. Shield	Armor defense addition		+15 def	+25 def	+40 def	+55 def
3. Fly	twice ground speed		1 levitate or 200 lbs	2 levitate or 300 lbs or Wizard fly	3 levitate or 400 lbs or 2 can fly	5 levitate or 500 lbs or 4 can fly
4.* Voice	Humanoid speech		imitate	throw voice	oratory 5xS.L. Effect	words random damage

	Name	Information	II	III	IV	V
5.	Fear	Roll - S.L. (1-30) -20 off -15 def (31-60) won't attack caster (61-100) runs 3 turns	1 creature	2 creatures	4 creatures	6 creatures
6.	Portal	window, doors, chest, lids	lock/unlock	open/close	breakdown random damage	instruct
7.	Transmutate	gas↔liquid↔solid, effects up to 40 cubic ft. once or reverse	1 object 10 cu. ft.	2 objects 20 cu. ft.	3 objects 30 cu. ft.	4 objects 40 cu. ft.
8.*	Telekinesis	mentally move objects	see 100 lbs	see 200 lbs	call objects 300 lbs	call objects 500 lbs
9.*	Language	humanoid or, equivalent to, speech	read & write	listen & clumsy speech	fluent speech & dialects	3 humanoids change speech
10.	Food	rare, exotic, normal, foods & wines	1 person normal	3 people normal	5 people abnormal	10 people abnormal
	Third Plane					
1.	Catastrophies:					
	Whirlwind	double damage to air creatures 20' high 10'x10' base moves 12"		40 column	60 column	70 column
	Waves	20' high 15' long double damage to water creatures		40 column	60 column	75 column
	Tremors	splits earth double damage to earthen creatures		5'x10' 8' deep 30 column	10'x20' 15' deep 45 column	20' x 40' 20' deep 60 column
2.	Strike	invisible force Wizard need only see creature		30 column	50 column	65 column
3.	Electric:					
	Protection	lessens the damage in area indicated		5' cubic -4 damage	10' cubic -6 damage	20' cubic -8 damage
	Charge	causes any who touches object or person			50 column	70 column
	Bolts	calls from the heavens light				80 column
4.	Shadows	can only be hit by magic weapons; not in total darkness; melee only originator, spells allowed		wizard	1 creature	fight originator Off-30 Def-25
5.	E.S.P.	see and hear; Wizard or any 10 ft area may see & hear		clair-audience	clair-voyance	both
6.*	Communication	Any distance to known & willing creatures; simple sentence, snapshot		Wizard sends	Wizard sends & receives	Wizard sends & receives in 40' cubic area
7.*	Maxi/Mini	cast same time as another shortens & lengthens spells 50% delay up to 25 hrs		--	--	--
8.*	Reverse	works on magic & missiles Magic Rating vs. Hit Probability Magic Rating vs. Magic Rating		--	--	--
9.	Sound	silence and noises		silence 5' x 5' deafens 2 turns	silence 10' x 10' 65 column	silence 20' x 20' 70 column
10.	Strength	use strength table and add offensive additions or subtractions		4 dice	5 dice	7 dice

	Name	Information	IV	V
	Fourth Plane			
1.	Summon	bring any previously known and willing creature - 8 hrs	--	--
2.	Return	2 turn delay; teleport to previously designated location	3 creatures	5 creatures
3.	Animate	paintings to move and speak; statues: Off & def same as creature table or plane assigned	--	--
4.*	Illusion	5 x S.L., chance of knowing it's unreal	10' cubic	40' cubic
5.	Invisible	see invisible and become invisible	1 creature	3 creatures
6.	Change Shape	physical attribute: stun status while changing; Wizard only-2,3,4, size; 1 turn delay; articles left behind	--	--
7.	Symbols	binding, paralyze, sleep, fear, strike; one per 10' cubic	--	--
8.*	Body Control	slows bodily functions for, death state, stun 24 hrs, weight	--	--
9.	Passage	5' cubic opening in all but iron	5'cu opening	10'cu opening
10.	Aetherial	unharmed by normal weapons, no melee or spell, pass through	1 object	2 objects
	Fifth Plane			
1.*	Hand	10 ft from body force that acts as a hand; continual concentration		--
2.	Exhaust Aether	10' cubic to absorb all aether--no magic can function		--
3.	Book	create magic book or a spell page		--
4.	Time	slows or speed up turn movement by 2 on a creature		--
5.	Restore Magic	recharge gems and items which lost power		--
6.*	Curse	delays a spell to any specified date--cast same time as other spell		--
7.	Undead	hurt only by magic weapons; life in dead corpse; 3/4 off. & def. no magical abilities. make pact		--
8.	Duplicate	duplicates non magical parts of items and creatures		--
9.	Possession/ Exorcism	exchange minds and souls; Magic Rating vs. Strength roll of victim		--
10.	Clone	one month to grow identical from a piece of skin; 1 month to work; same age, memories, -2 plane's ability		

MELEE WEAPON TABLE

	Reach	Cost*	Quickness	Damage Modification	Breaks	Weight
Ax--Battle	4	15	1	+3	15	300
--Light**	2	8	4	-1	20	125
--Throwing	2	10	4	-2	30	100
Dagger	1	5	6	-3	5	25
Darts(four)	2	11	5	-3	60	75 ea.
Flail (Morning Star)	3	8	2	0	20	200
Halberd	5	15	1	+1	25	400
Javelins(two)	3	12	4	-2	30	175
Lance	6	20	1	+1	20	550
Lancia (long Javelin)	5	12	2	-1	25	400
Mace**	2	7	3	-1	15	100
Pike (18')	7	13	0	+2	20	600
Pole Hook	6	5	1	-2	20	400
Spear--Long(11')	6	9	1	0	20	500
--Short(7')	5	8	2	-1	15	325
--Throwing (two)	4	8	3	-2	70	300 ea.
Sword--Battle**	4	15	2	+2	10	300
--Long**	3	11	3	0	5	200
--Short**	2	10	4	-1	5	125
Broken--wood poles**	2	0	4	-4	--	---
--swords	1	0	5	-4	--	---
Hand	0	0	7	-5	--	---

ARMOR TABLE

	Cost*	Defense	Weight
Padded	6	+ 5	125
Leather	10	+ 5	100
Metal with Leather	15	+10	200
Metal Tunic	20	+15	300
Chainmail	30	+20	400
Plate	40	+30	600
Helm	5	+ 5	75
Shield--small	5	+ 5	100
--large	10	+10	150
--extra heavy	15	+15	200

* cost in silver tams

** parrying weapons

MISSILE WEAPONS TABLE

Weapon (Weight)	Reload	Cost	Quickness	Damage Modification	Cls	Med.	Long	Breaks
Ax--Battle	0	15	1	+2	0-10'			30
--Light	0	8	4	+1	0-10'			35
--Throwing	0	10	4	+3	0-20'	21'-40'		25
Bow--Composite (125)	0	5	2	+1	0-150'	151'-350'	351'-550'	90
--Long (150)	0	5	2	+1	0-120'	121'-400'	401'-700'	90
--Regular (100)	0	4	3	0	0-100'	101'-200'	201'-400'	90
Crossbow--Heavy (100)	2	6	0	+4	0-200'	201'-450'	451'-550'	90
--Regular (75)	1	5	1	+2	0-150'	151'-300'	301'-450'	90
Dagger	0	5	6	+1	0-20'			5
Darts	0	11	5	+2	0-50'	51'-100'	101'-200'	50
Flail(morning star)	0	8	2	+2	0-10'			20
Javelins	0	12	4	+2	0-40'	41'-150'	151'-250'	30
Lancia	0	12	2	+3	0-30'	31'-90'	91'-120'	25
Spear--Long	0	9	1	+2	0-20'			25
--Short	0	8	2	+2	0-20'	21'-40'		60
--Throwing	0	8	3	+3	0-40'	41'-60'		15
Swords	0	-	same	+1	0-10'			10
Alchemist Weapons								
Arquebus (300)	2	-	0	+8	0-150'		151'+250'	always
Wheel lock Pistol (100)	2	-	5	+5	0-80'		81'-150'	always
Early Musket (200)	1	-	2	+8	0-150'	151'-250'	251'-400'	always

Assume all missile firing weapons come with 20 rounds. Reload: 0 means load and fire during Segment 1. 1 means it takes one Segment 1 to load so you fire during the following Segment 1. 2 means it takes two Segment Ones to load and you fire when the third comes up.

PRICE LIST

g.t. = gold tam s.t. = silver tam c.t. = copper tam

1 g.t.=10 s.t.=100 c.t.

Boots	2 s.t.
Tunic	1 s.t.
Pants and Shirt	1 s.t.
Sandals	1 s.t.
Cloak	2 s.t.
Water Skin	3 c.t.
Wine Flask	1 s.t.
Rations - one person/week	1 s.t.
Rope - 50 feet	1 s.t.
Pole - 10-foot	1 s.t.
Spike and Mallet	1 s.t.
Back-pack	5 c.t.
10 Resin Torches	2 s.t.
Lantern	5 s.t.
Flask of Oil	1 s.t.
Flint and Tinder	5 c.t.
Compass	1 s.t.
Charting Pens and Ink	3 s.t.

Horses:	
Light	20 s.t.
Medium	25 s.t.
Heavy	30 s.t.
Draft	20 s.t.
Small Cart	10 s.t.
Large Cart	15 s.t.
Oxen	10 s.t.
Small 10-man Boat	25 g.t.
Pentangle	20 s.t.
Garlic buds	1 c.t.
Holy Water	10 s.t.
Silver-tipped Arrows	15 s.t.
Wooden Stake	1 c.t.
Slave - boy or girl	100 g.t.
Torch and Loot bearers	150 g.t.
Healers to travel	20 g.t. per level

TABLE I

	Skill Level	Offensive Probability	Defensive Bodily Probability	Innate Ability (Addition)	Wizards Manna
1st Plane	1	100	30	1	3
	2	105	35	2	4
	3	110	40	3	5
	4	115	45	4	6
2nd Plane	5	120	50	10	7
	6	125	55	12	8
	7	130	60	14	9
	8	135	65	16	10
3rd Plane	9	140	70	27	11
	10	145	75	30	12
	11	150	80	33	14
	12	155	85	36	15
4th Plane	13	160	90	52	16
	14	165	95	56	17
	15	170	100	60	19
	16	175	105	64	20
5th Plane	17	180	110	85	21
	18	185	115	90	22
	19	190	120	95	24
	20	195	125	100	25

COMBAT TABLE

	X	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-100	Y
1-5	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	5/3/2	5/3/2	5/3/2	5/3/2	10/3/2	10/6/4	10/9/6	15/9/6	15/9/6	20/15/10
6-10	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/9/6	15/9/6	15/12/8	25/12/8
11-15	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	0/3/2	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	15/6/4	15/9/6	15/12/8	25/15/10
16-20	0/3/2	0/3/2	0/3/2	0/3/2	5/0	5/0	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	20/9/6	25/15/10
21-25	0/3/2	0/3/2	0/3/2	5/0	5/0	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/12/8	20/9/6	25/15/10
26-30	0/3/2	0/3/2	5/0	5/0	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/12/8	20/12/8	25/12/8
31-35	0/3/2	5/0	5/0	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	20/9/6	20/12/8	30/15/10
36-40	0/3/2	5/0	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	20/9/6	25/12/8	30/12/8
41-45	0/3/2	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/12/8	20/15/10	30/12/8
46-50	5/0	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/18/12	20/9/6	20/12/8	30/18/12	40/24/16
51-55	5/0	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20
56-60	5/0	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/18/12	30/18/12	40/18/12	50/30/20	60/40/20
61-65	5/0	5/3/2	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/24/16	40/24/16	50/30/20	60/40/20	STUN
66-70	5/0	5/3/2	5/3/2	10/3/2	5/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN
71-75	5/0	5/3/2	10/3/2	5/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN	STUN	STUN
76-80	5/0	5/3/2	5/6/4	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN	STUN	STUN	STUN
81-85	5/0	10/3/2	10/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN	STUN	STUN	STUN	STUN
86-90	5/0	5/6/4	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN	STUN	STUN	STUN	STUN	STUN
91-95	5/0	10/6/4	10/9/6	15/9/6	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN	STUN	STUN	STUN	STUN	STUN
96-100	5/0	10/9/6	15/6/4	15/9/6	15/9/6	15/9/6	15/9/6	15/12/8	20/9/6	20/12/8	30/18/12	40/24/16	50/30/20	60/40/20	STUN	STUN	STUN	STUN	STUN	STUN	STUN	STUN

SPECIAL DAMAGE TABLE

1-50	No additional Damage
51-60	-1 Quickness
61-70	Disarmed 50% Recovering Weapon while hindered
71-75	Partially blind -15/-15 (-1) quickness
76	Totally blind 0/0 assumed
77-81	Movement cut 25%
82-84	Movement cut 50%
85-96	Damaged Limb -20/20 (-1) quickness
97-100	Severed limb 0/0 assumed

EQUATION TABLES

FIGHTING

Combat
Off.-Def. (+-) Damage Modification=Column Damage

Missile
Off.-Def. (+-) Damage Modification (+-) Missile Modification=Column Damage

Magic
Magic Off.-Magic Resistence=Chance of Spell working

Parry	Magic vs. Magic
+20	First to make magic Rating Roll

ANIMALS

Plane	Training Time	Commands
1	one week	follow, stay, fetch, attack
2	one day	1st plane & guard
3	three hours	2nd plane & go to
4	one hour	all third plane
5	one turn	all third plane

Chance of Training = Innate - D.f.

Number Trainable = S.L. ÷ 2

ALCHEMY

Potions

Analyzing= Innate + SL x 5

Duplicate= Innate + SL x 5

Poisons (50 S.T. per attempt)

Making = 5 x S.L.- (0,10,20,30)

Effectiveness = Making x 2

Damage = 1st half stun; 2nd ill

WIZARD BOOK DAMAGE

Wizard Damage	Chance of Damage	In Pack	In Hand
Off & Def	5%	None	Dropped
Critical Hit	5%	1-3 pgs.	1-10 pgs.
Stun	10%	2-10 pgs.	2-20 pgs.
Burned or Similar	95%	1-10 pgs.	2-20 pgs.

SUBCLASSES

Armorer

1 Adjust armor = 5 x S.L.
2 Identify Weapon's Abilities = 5 x S.L.
3 Buy armor 50% less for self; 25% others
4 Repair armor: 1 ten sided die/level
5 Combine magical weapon's abilities=5 x S.L.

Healer

1 Preserve life = Body Def.
2 Healing Off & Def= Off-Body Def. Damage
3 Critical hits = Body Def.
4 Blindness & Immobility = 5 x S.L.
5 Regenerate limbs =(4th level)5xS.L.
6 Back to life =(5th level)5xS.L. -5% per day
7 Poisons = preserve life then cure Off. & Def.

SUBCLASSES

Jeweler

1 Gem Worth = Automatic
2 Detect Magical Gem = 5 x S.L.
3 Increase Value = 5 x S.L.
4 Fake & fooling = 5 x S.L.

Sensitive

1 Transmit/Receive Thoughts = 5xS.L.
2 Detect Truths = 5xS.L.
3 Locate Known Persons = 5xS.L.
4 100 ft Random Damage Blast/½ = 5xS.L.
5 Detect Magic = 5xS.L.

Thief/Assassins

1 Detect Traps 5 x S.L.
2 Remove Traps 5 x S.L.
3 Steal semi-closed = 5 x S.L.
4 Hide in dark 5 x S.L.
5 Imitation 5 x S.L.
6 Steal closed 5 x S.L.-D.f.

Martial Arts

1	Tiger	Hawk	Pray	Dragon	Serpent
Def	10(50)	5(40)	15(50)	10(60)	5(45)
Quickness	+3	+6	+4	+2	+1
Pluses	+1/2Lev.	+2/4Lev	+1/4Lev	+3/5Lev	+1/1Lev to 12

2 Escape Chains = 5 x S.L.
3 Escape Containers = 5 x S.L. - D.f.
4

	Damage	Quickness	Reach/Range
Claw	+1	6	4
Talon	+2	12	20 Ft.
Strike	+2	8	5
Flame	+1	7	3/20 ft. 40 ft.
Jaw	+2	10	1

Hunters

1 Knowing correct direction = 5 x S.L.
2 Know type of tracks = 5 x S.L.
3 Not being surprised = 5 x S.L.
4 Recognize & locate plants = 5 x S.L.
5 See 150 ft. in dark = 5 x S.L.
6 Sense nearness & number of beings (200 feet) = 5 x S.L.
7 Detect traps = 5 x S.L.
8 Set traps = 5 x S.L.- D.f.

Historian

1 Read Runes = 5 x S.L.
2 Recognize artifacts = 5 x S.L.
3 Identify Magic Items = 5 x S.L.
4 Sense hidden artifacts = 5 x S.L.
5 Access to legends & folklores

EQUATION TABLES (continued)

INVESTMENTS

Animal Master's Stables

100 S.T./Unit for one of the following

Stall Size		
1	500 ST	1. Hunters 1%/unit
2	900 ST	2. Guard 1%/unit
3	1100 ST	3. Attack Force 1 level/50 units
4	2000 ST	4. Breeding 2%/unit
5	4000 ST	

Wizard's Study

100 ST towards all of the following 2'x2' area per unit

1. Memorize spells 1%/unit
2. Magic Analysis 1%/unit
3. Manna 1 pt/30 units

Alchemist's Lab

500 S.T./unit for all of the following

Level	D.f.	Price	
1	25	2000	1. Produce Potions=1%/unit-D.f.
2	45	2250	2. After 50 units use a 10-sided die for duplication
3	65	2500	
4	85	2750	3. Cure Poison an additional 1%/unit
5	95	3000	
Above	105	3500	

Fighter's War Equipment

1. 1000 ST/man + equipment
2. 5' x 5' stone = 25 ST/40 ST
   5' x 5' wood = 5 ST/8 ST
3. 35 ST/man to:
   a) +5% Off & Def
   b) Quicken formation 1
   c) +5% morale

CREATURE TABLE

Name	Off	Def	Damage	Quick-ness	Skill Level	Move-ment	Size	Intell.	Magic Resist.	Difficulty Factor
Balro	175	100	+2	20	10	12/30	4	I	200	120
Basilisk	150	85	+1	7	6	12	4	U	100	10
Beetle:										
Bombard	110	55	+2	10	1	18	4	U		15
Boring	140	80	+3	9	5	12	4	U		15
Fire	110	55	+4	10	1	18	4	U		15
Rhinocer	185	130	+5	12	12	12/12	4	U		15
Stag	145	85	+4	9	6	12	4	U		15
Carrion Creeper	125	70	0	19	3	24	3	U		0
Centaur	125	65	0	15	4	36	4	I	20	70
Chimera	170	95		13	9	24/36	4	I	50	90
Cockatrice	140	65	-1	18	5	18/36	3	U	50	10
Crab, Giant	120	75	+3	9	3	12	4	U		0
Crocodile	115	55	+2	9	2	6	3	U		0
Crocodile, Giant	145	75	+4	9	4	6	4	U		5
Demon 1	155	110	+3	8	8	12/18	3	I	50	120
Demon 2	170	125	+2	10	9	12	3	I	60	130
Demon 3	180	135	+2	11	10	12	3	I	75	140
Demon 4	150	85	+3	13	7	18/24	3	I	90	95
Demon 5	150	70	+4	17	7	24	3	I	100	95
Dire Wolf	115	40	0	12	2	16	2	U	5	0
Displacer	145	80	+2	10	6	30	3	U	5	10
Djinn	155	80	+2	16	7	18/24	3	I	110	50
Doppleganger	125	65	+2	14	4	18	3	I	20	60
Dragon:										
Black	150	95	+3	14	7	12/16	5	I	50	105
Blue	170	105	+5	16	9	16/20	5	I	70	120
Brass	150	95	+4	14	7	12/16	5	I	50	105
Bronze	170	115	+4	15	9	16/20	5	I	70	120
Chromatic	240	150	+6	23	16	32	5	I	200	200
Copper	155	105	+4	14	8	14/18	5	I	50	115
Gold	180	135	+6	19	11	20/24	5	I	80	130
Green	155	100	+4	14	8	14/18	5	I	50	115
Platinum	250	190	+6	24	21	42	5	I	200	200
Red	175	110	+5	18	10	18/22	5	I	75	120
Silver	180	130	+5	17	11	18/24	5	I	80	130
White	145	90	+3	11	6	10/14	5	I	45	100
Dryad	115	55	-2	9	2	24	3	I	15	70
Efreet	175	105	+4	10	10	18/48	3	I	120	60
Elemental:										
Air	230	175	+3	24	17	72	5	I	180	200
Earth	245	175	+5	7	20	12	5	I	180	200
Fire	235	175	+4	14	18	24	5	I	180	200
Water	240	175	+5	10	19	12/36	5	I	180	200
Ents	155	100	+3	6	8	12	4	I	75	90
Fire Lizard	185	120	+3	12	12	18	4	U	10	25
Gargoyles	125	65	-1	6	4	18/30	3	U	20	0
Ghost	125	50	+1	10	4	18	3	I	65	95
Ghoul	115	50	-1	9	2	18	3	U	10	0
Giant Slug	185	90	+2	3	12	12	4	U	25	20
Giants:										
Cloud	195	110	+5	20	12	24	4	I	160	80
Fire	210	105	+4	10	11	24	4	I	175	80
Frost	180	100	+3	6	10	24	4	I	150	75
Hill	155	90	+2	8	8	24	4	I	140	70
Stone	170	95	+3	7	9	30	4	I	145	75
Storm	210	125	+3	18	15	30	4	I	180	90
Gnoll	115	55	0	7	2	18	2	I		75
Gnome	110	50	-1	6	1	12	2	I		75
Goblin	110	45	-2	6	1	12	2	I	10	60
Golem:										
Clay	185		+5	10	12	14	3	U	100	25
Flesh	175		+3	11	10	16	3	U	100	20
Iron	245		+6	6	20	8	3	U	200	85
Stone	210		+4	7	15	12	3	U	100	50

CREATURE TABLE

Name	Off	Def	Damage	Quick-ness	Skill Level	Move-ment	Size	Intell.	Magic Resist.	Difficulty Factor
Gorgon	155	100	+2	9	8	24	4	U	25	10
Griffions	150	90	+3	10	7	24/60	4	U	15	15
Harpy	120	50	+2	11	3	12/30	3	I	25	20
Hippogrifs	125	60	+2	16	3	32/72	4	U	10	0
Hobgoblin	115	50	0	7	1	18	3	I		50
Horse:										
Draft	110	45	+1	10	2	14	4	U		0
Heavy	115	45	+2	8	3	18	4	U		0
Light	105	45	-2	13	2	32	4	U		0
Medium	110	45	+1	11	2	26	4	U		0
Hydra:										
1-4 Heads	110/125	50/65	-1/+2	18	1/4	24	5	U	70	5
5-8 Heads	140/155	70/85	+2/+4	18	5/8	24	5	U	80	10
9-12 Heads	170/185	90/105	+4/+6	18	9/12	24	5	U	90	15
Fire	185	105	+7	18	12	24	5	U	100	20
Kobold	140	60	-2	10	5	12	3	I		10
Lammasu	155	70	-1	17	6	12/24	3	I	150	70
Leprechaun	140	55	-2	19	4	30	2	I	75	70
Lich	210	130	+1	10	15	12	3	I	175	120
Lion	125	40	+2	17	4	16	3	U		0
Lizard Man	120	55	+2	9	2	12/24	3	I		80
Lizard, Giant	115	55	0	10	1	8	2	U		25
Manticora	150	80	+3	13	6	24/36	3	I	25	105
Mastadon	150	85	+6	8	7	8	5	U		10
Medusa	125	40	-2	16	4	18	3	I	70	120
Minotaur	145	70	+1	8	6	24	3	U	50	10
Mule	100	45	+1	10	2	24	4	U		0
Mummy	145	80	+1	3	5	12	3	U	75	5
Nixie	110	40	-2	17	1	24	1	I	50	50
Ogre	130	65	+1	8	4	9	3	I		50
Orc	100	45	-1	8	1	10	2	I		65
Pegasus	125	50	0	14	2	48/96	4	U	50	5
Pixie	110	45	-2	16	1	18/36	1	I	50	50
Rat, Giant	140	50	-3	12	5	12	2	U		10
Rocs:										
Large	170	95	+4	17	9	12/96	4	I	40	105
Medium	155	90	+3	17	8	12/96	3	I	30	100
Small	145	80	+2	17	6	12/96	2	I	20	70
Very Large	175	100	+5	17	10	12/96	4	I	50	105
Saber Tooth Tiger	130	50	+3	18	4	16	4	U		0
Salamander	180	95	+4	10	7	18	3	I	75	90
Scorpion, Giant	120	50	+2	10	3	12	2	U		0
Skeleton	110	40	-1	10	1	12	3	U	10	5
Snake, Giant	120	50	+1	16	2	8	3	U		0
Spectre	145	90	0	12	6	30/60		I	100	85
Spider, Giant	115	50	-3	12	1	8	2	U		0
Stirge	100	30	-3	9	1	36	1	U		0
Tick, Giant	120	65	-2	7	3	6	2	U		10
Titan	180	95	+7	11	7	12	4	I	130	80
Toad, Giant	90	45	+1	8	1	6	2	U		0
Triton	130	50	+3	12	4	30/48		I		90
Troll:										
Hill	145	80	0	7	6	24	3	I	50	70
Stone	190	120	+3	5	12	20	4	I	80	90
Woods	175	100	+2	6	9	30	4	I	70	80
River	180	105	+2	7	10	32	4	I	75	80
Tunnel	135	65	0	12	3	16"	2	I	40	50
Tyranosaurus Rex	150	80	+6	10	7	24	5	U		40
Unicorn	125	80	+4	16	4	48	4	I	125	60
Vampire	170	105	+1	13	9	24/36	3	I	120	110
Weasel, Giant	120	70	0	18	2	16	2	U		0
Were:										
Bear	145	90	+4	10	6	12	4	I	75	75
Boar	130	70	+2	12	4	16	3	I	50	65
Rat	120	50	-3	12	3	6	2	I	40	60
Tiger	140	80	+2	14	5	24	3	I	55	70
Wolf	125	65	0	13	4	30	3	I	50	65

CREATURE TABLE

Name	Off	Def	Damage	Quick-ness	Skill Level	Move-ment	Size	Intell.	Magic Resist.	Difficulty Factor
Wight	120	60		7	3	18	3	I	40	75
Wolf	115	30	-1	13	1	16	2	U		0
Wraith	125	75	0	9	4	24/48	3	I	75	100
Wyvern	150	90	+3	11	7	18/48	4	I	55	90
Yeti	125	60	+3	13	4	24	3	I	20	70
Zombie	110	35	0	4	1	6	3	U	10	10

CREATURE DESCRIPTIONS

The following are brief descriptions of the creatures whose statistics are given in the Creature Table. The following information is offered to the judges to give them general ideas about the creatures they are dealing with, and to help stimulate their imagination when placing the creatures in their world. Only judges should have absolute knowledge of all creatures; therefore, the judge should vary the statistics slightly on the Creature Table and add to the abilities of the creatures given in the Creature Descriptions. Throughout the Creature Descriptions some creatures are referred to as demons, night creatures, and undead. Below are the explanations of these types of creatures.

Demons are creatures who come from other planes. These creatures can or have been teleported from other planes. This fact means that demons are not bound by the natural laws that exist on this plane. This is why most demons appear highly magical and have large amounts of magical defense. Under this definition not all demons need to be evil and can occasionally be friendly and helpful.

Night Creatures have adapted to life at night and are usually unable to see well during the daylight hours.

Undead are creatures that were dead and magically brought back to life. They are usually controlled by powerful masters. Some undead return to life of their own accord. The fact that they have returned to life by magic means that they have a high resistance to normal physical assaults. They may only be affected by magic and magical weapons.

CREATURES

Balro- These are ancient demon commanders usually leading other demons and night creatures. They fly and fight with a sword of fire (+5 dam.) and a whip of darkness (see light spell). They are fearless and very intelligent.

Basilisk- To look in the eyes of this creature is to turn into stone. If a player glances that way there is a 75% chance per turn of the player turning to stone. If a player is fighting this creature blindly, -75 offense and -30 defense; if using a reflection, -30 offense and -10 defense. A basilisk will turn to stone if it sees its own reflection.

Carrion Creeper- These creatures roam the lands looking for dead meat. Once given the scent of dead meat they will attack to get to it. They travel in packs of six.

Centaur- Half man and half horse, these creatures are like savages but usually are passive. They have a weakness for wine and if they become drunk, they become violent. They usually ignore men but when drunk, they raid and attack to carry off the women.

Chimera- These creatures have the front of a lion, the middle of a goat, and the back of a serpent. This flame-breathing creature (range 100') was thought invincible until Bellerophon riding upon Pegasus flew high above it and slayed it with his arrows.

Cockatrice- Cousin to the Basilisk, these creatures can turn their victims to stone merely by touch. They also fly but normally do not attack unless provoked.

Dire Wolf- This is a large fearless wolf who tracks its prey alone or with a mate. This wolf will track its prey for great distances until it senses an opportune time to attack.

Displacer- These creatures exist between two planes. At the beginning of each turn, roll, and there is a 50% chance the creature is in this plane and can be hit. Regardless of which plane it is in, it may attack the player each turn. If in the other plane, it cannot be hurt by normal weapons or spells.

Djinn- This is a magical being kept in a container of some sort. These are well-meaning creatures and are loyal to their master who frees them. They use all spells through the fourth plane. The judge may opt to allow only three tasks to be performed before this creature departs.

Doppleganger- This is a shape-changing creature that can alter its shape to any size three creature it has seen. Its favorite form of attack is to replace a member of a party and systematically dispose of the other members at the most opportune times.

Dragon- These creatures are extremely intelligent and use magic equal to their plane level. They all have breath weapons with a 100' range doing the 'plus damage' shown on the Creature Table. All dragons may use their breath weapons once a turn in the missile segment of the turn. They may then melee for the three rounds if they desire. Dragons may cast a spell or use their breath, even if they are in melee, at the beginning of each turn.

Dryad- These are beautiful forest sprites who attend the trees and woody lands. Their powers include a command spell, negate, and reverse spell equal to fifth plane. Fifteen manna points is their limit. Their life is connected with their special tree. If their tree dies, so do they.

Efreet- These creatures are indistinguishable from Djinns. They are, however, evil in nature and will work their magic to the destruction of their master if possible. They are also immune to fire because of their fire-based nature.

Elemental- These are not small secondary powers but are the actual lords of their element. They can never be killed but they can be vanquished for extended periods of time. It is up to the judge to decide what magical powers these lords have over their various domains.

Ehnts- These creatures are the ultimate caretakers of the forest. Closely resembling the trees themselves, these ancient creatures may actually command a forest to move and to attack. A single tree shepherd may command up to 10 trees to do any of the 'animal master' commands. Trees have the same statistics as Ehnts minus 35 offense and -50 defense.

Fire Lizard- These are small creatures that are immune to all fire. They breathe fire at 50' and do 50 column damage.

Gargoyles- These are the stone guardians of medieval times. Each is different in appearance. They protect areas from intruders.

Ghosts- These are undead spirits of creatures. They fly and can become invisible at will. They attack as if they were solid creatures and can use any weapon desired.

Ghoul- This is a twisted humanoid type that lives in the night. There is a 65% chance that it will paralyze its victim everytime it touches the victim. If a victim is killed by a ghoul, it becomes a ghoul next turn. Ghouls are often found robbing and defiling graves.

Giant Slug- This is a huge rubbery form that can make itself thin enough to squeeze through a 1-inch by two-foot crack.

Giants- When Heaven was attacked by Cronus, a Titan, the blood that fell to earth sprang up into the fourth type of creatures on earth known as 'giants.' They were the brute force of nature who live in a city called "Jotunheim." Giants have varying degrees of control over their environment and this must be established by the judge before play.

Gnoll- This creature is a cross between a Gnome and a Troll. It does not regenerate.

Gnome- These creatures resemble dwarfs except they are smaller in stature. They wish most in life to be left alone.

Goblins- These are night beings who hate dwarfs, elves, and humans. Their diet consists of any of the three they can capture. They usually organize themselves in raiding parties and attack when they are assured of a victory. They live in large colonies in underground caverns.

Golem- These are creatures made from the materials listed in the Creature Table and brought to life by knowledgeable beings. There is a 50% chance that a golem, once created, will run off to do what it will. If it stays it will follow its master's command to the letter.

Gorgon- Of the three of these creatures known to exist two were immortal. Their father is Phoreys, son of the Sea and Earth. They are serpents in the lower body and women with asps hair on top. Also they had wings. The mortal gorgon was named Medusa.

Griffin- A fabulous winged steed with the head of an eagle, this creature also had wings and claws. They are swift, loyal, and intelligent, but hate horses. There is a 75% chance the rider of a griffin will lose control if within 100' of horses until all the horses are killed.

Harpy- These are the hounds of Zeus. They have the long neck of an eagle, with wings and claws, and the tail of a serpent. They leave a terrible stench that none can stay around. (Players must leave or pass out in two turns.)

Hippogrifs- These creatures are similar to a pegasus, with a beak and slightly different features. They are fierce fighters and often roam with herds of horses and act as leaders and protectors for the herd.

Hobgoblin- These are large, fierce goblins who are tolerant to daylight.

Horse- These are broken down to the four categories listed in the Creature Table. Light horse carry men with light armor; medium carry men with light or medium armor; heavy carry men with light, medium, or heavy armor. (Leather is light armor; chainmail is medium; and plate is heavy armor.)

Hydra- This creature has the body of a snake with multi-serpent heads. If a head is cut off, two grow in its place. Once dead, the teeth of a hydra may be planted to raise a skeletal army, if they are planted that same day. The army will last one day and follow the commands of the planter. There are 20 teeth per head.

Kobold- These are night creatures who live in woody areas. They are similar to goblins except they live in family units instead of large settlements.

Lammasu- This is a winged, intelligent lion who often attaches itself to extremely righteous people. They always do good deeds and refuse to do evil. They have all the spells through the third plane.

Leprechaun- This is an illusive shy creature that can teleport and use all spells through the fourth plane. They are under control of anyone who finds the pot of gold that they draw their magic from.

Lich- This is a wizard who has learned to extend its life span. The body is so old it appears as taut, clear skin drawn tightly over its frail bones. It usually possesses all spells along with teleportation.

Manticora- This creature has a lion body with wings, a spiked tail, and a human face with horns. They are hateful to nearly everything. Their spiked tail may flip spikes, six a turn, 100 feet, as if they were arrows. They have twenty-four spikes that regenerate in twenty-four hours.

Medusa- These are beautiful women with asps for hair. They fight as a basilisk. They are extremely more clever in stalking their prey. If in melee their snakes will bite to poison a player with a 50 effectiveness rating each turn.

Minotaur- This creature is the curse of a god. The father was a beautiful bull and Minoses wife was its mother. It is a bull-headed human of great strength. It is fearless and once on the trail of a victim, it will track the victim and fight to the death.

Mummy- These creatures are embalmed bodies who are animated by a master or possessed by another spirit. They are vulnerable to fire. Anyone hitting a mummy with a torch should treat it as a club.

Nixie- These are water sprites with a fourth plane command spell. They often control lesser fish and aquatic forms.

Ogre- These are a cross between trolls and humans. They are equally good at night or day. Ogres are somewhat sluggish in common sense.

Orks- These are night creatures created as the counter to elves.

Pegasus- This is a flying horse that sprang from the blood of Medusa. It has human intelligence but can only be trained by an animal master.

Pixie- These are air sprites with a fourth plane command spell. They often control flying creatures like birds and lesser creatures.

Rocs- These are large eagles who often assist humans. They often feel free to steal from flocks if they so desire. They live in colonies with a chosen monarch as a leader.

Salamander- These are fire lizards whose touch causes 50 column damage along with their normal attack.

Skeleton- This is the undead bones of a creature brought back to do the bidding of a master. If struck apart by normal weapons they simply reassemble themselves.

Spectre- These are undead with the ability to fly. These are often creatures of their own will. They have corporal forms at night but are vanquished in daylight. They could have magical or other abilities depending on who they were when they were alive. A person killed by a spectre becomes a spectre the next night.

Stirge- These creatures are twisted bird forms who live on blood. Extremely dangerous and swift in their blood-sucking ability, there is a 50% chance per turn that they hit that they will suck enough blood to lower a player one skill level. Once at zero skill level treat the player as stunned.

Tick, Giant- This is the same as a stirge, however, once it makes the 50% roll and is attached, it automatically lowers the player one skill level per turn until killed or detached.

Titan- These are giant men who are very intelligent and handsome. They use all fourth plane spells and command up to 10 beasts of their choosing. Atlas was a Titan. Titans were gods but now are considered demi-gods.

Triton- These are the same as titans except with a fish tail and limited to aquatic life.

Troll- This is a night creature who turns to stone if exposed to daylight. Trolls regenerate 10 offense and 10 defense per turn if not struck by fire. They are located in the areas shown on the Creature Table. They like human flesh. The various trolls can possess other abilities but it is up to the judge to assign them.

Unicorn- This is an intelligent horse with a horn in the middle of its forehead. It has the ability to teleport and prefers maidens as riders.

Vampire- These are undead creatures who live off the blood of humans. They can change themselves to bats or into a gaseous form. They are more knowledgeable than humans due to their longer lifespans. They are found oftentimes at the head of other undead or night creatures. They have a fifth plane command spell and can use other spells at the judges discretion. They are killed by driving a wooden stake in the heart, or by magic. They are driven off by sunlight or crosses. Any player killed by a vampire becomes one the next night.

Were- These are intelligent men who can change themselves into the beasts listed in the Creature Table at will, but only at night. They can only be hurt by silver or magic. Any player killed by a were becomes one the next night.

Wight- These are undead who are limited to a specific area. This area, such as a cave, becomes their hunting area and they often lay elaborate traps to snare their victims.

Wraith- These are undead with the ability to use all third plane spells. They usually are found commanding undead or night creatures and may exist in daylight.

Wyvern- These creatures are large two-legged cousins to the dragons. They have wings and poisonous tails (50% effectiveness). They have a regular attack along with the effects of the poison each turn.

Yeti- These are illusive shy creatures with the ability to teleport. About ten feet tall, this is an intelligent creature.

Zombie- These are undead creatures always under a master's command. They have the same thoughts as their master and may exist in the night or day. They take damage by fire like mummies.

PLAY EXAMPLE

This example deals with a Wizard and Fighter who have entered the three steepled temple described in the introduction. The following information was derived from the player Character Sheets and the Judge's prearranged information dealing with a particular room in the temple.

FIGHTER - ARMOR - THIRD SKILL LEVEL HUMAN

Offensive Total (#11)	Defensive Total (#11)	Quickness Total (#11)
110	70	10 Long Sword 9 Elanta

Loot: "Elanta" the Lightning Spear--causes all creatures to take 50 column damage. Can only be used once every twenty-four hours.

Weapons:	Weight	Magic Rating	Damage	Quickness	Ranges
Elanta	325	65	**-1 */+2	2	0-20' 21'-40'
Long Sword	200	--	0	3	10

WIZARD - HEALER - FIFTH SKILL LEVEL HUMAN

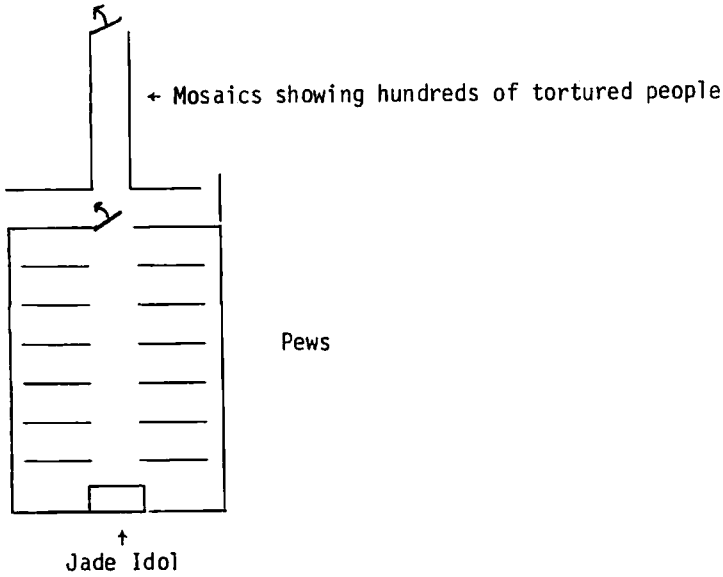
Offensive Total (#11)	Defensive Total	Quickness Total	Innate Total
120	50	12	58

Note: Wizard knows all second plane spells.

JUDGE

#11 "Room of the Jade Idol" The room is filled with the scent of musty incense. A 6' living jade idol sits along the back wall (160 offense, 90 defense, 8 quickness, 20 Magic Resistence) on top of a hollowed stone encasement containing 120 golden tams. Behind the statue is a richly encrusted sword (Galic--"The Striker" adds +40 to offensive total). The rest of the room contains worshipping benches and a few paintings, etc. The temple is deserted.

TEMPLE OF THE JADE IDOL (scale: one square = ten feet



**If used as a normal spear in melee or as a missile.

Wizard: We wish to go to the entrance by hiding behind as many trees and shrubs as possible, trying not to be seen.

Judge: O.K. You make it to the door and no one seems to have seen you. As a matter of fact you don't notice any life forms in the temple at all.

Fighter: I listen at the door. Do I hear anything?

Judge: No. Absolute silence.

Fighter: I am holding my spear in hand and ask that the Wizard prepare her book. I'm going to open the door.

Judge: The door opens easily and silently and you see a hallway leading south going 50 feet. At 60 feet the hallway "T's" and goes east and west. On the walls are painted unknown creatures in minute detail killing and torturing hundreds of humans. At the end of the hall of the south wall is a door.

Wizard: We walk quietly to the "T" and look east and west.

Judge: The west hallway continues 30 feet and dead-ends. The east hallway goes 20 and in the 30th square turns north. The painting continues and there are no other doors.

Fighter: I'm going to cross over to the door and listen.

Judge: You hear nothing.

Fighter: I'm going to open it.

Judge: You see a room 70 feet x 80 feet with a large green statue directly across from you. There is a richly jewel-encrusted sword hanging above it. There are several rows of worshipping pews on either side leaving a 5 foot passage down the middle.

Wizard: This is a sucker's trap if I ever saw one.

Fighter: No, the Judge wouldn't be dumb enough to pull that old corny trick. I'm going to go up to the idol and see what it's made of.

Judge: Jade.

Fighter: I'll look along the south wall for any hidden exits.

Judge: As you go to the wall the idol moves and lunges toward the fighter. (This begins the turn) Move in order of quickness.

Wizard: I'll cast a binding spell. I have a 58 percent chance. (See Wizard's Character Sheet.)

Judge: This creature has a 20 magic resistance, therefore the chance of success is 38. Roll. (Wizard rolls an 82 and it doesn't work.)

Fighter: I'll blast him with Elanta.

Judge: A bolt of lightning leaps from your hand and heads toward the creature. Your offense is 110 the creature's defense is 90. You have a 20% chance of hitting. (Fighter rolls 12.) Due to the magic of your spear the creature takes damage on the 50 column roll again. (Fighter rolls a 77 and by cross-indexing you see the creature takes 15 off, 15 defense damage. The player notes the damage was below the dark line and rolls for a critical hit. The roll is 49. The Judge subtracts the 15 from offense and defense and marks one critical hit on the Jade Idol. The creature moves into melee as the Fighter draws his sword.

Wizard: I do not want to move to fight that thing.

(Segment 2 begins.)

Fighter: I'm using my Long Sword, therefore I'm quicker than the creature. My offensive total is 110.

Judge: The creature's defensive total is now 75. You have a 35% chance of hitting. (Fighter rolls 42 and does not hit.) The creature strikes back with a 145 offense.

Fighter: You're kidding! My defense is only 70. It has a 75% chance of hitting me. (Judge rolls 21 and hits. Go to the 75 column and he rolls again. Rolling 57 the Fighter takes 15 offensive and 12 bodily and 8 armor defensive damage. Below the dark line the Judge rolls for a critical hit. Roll 74 means the fighter is partially blinded and takes another 15 offense and 15 bodily damage making his new offense 80 and defense 35, with one critical hit.)

Fighter: This thing's killing me! I'm going to parry and add 20 to my defense.

Judge: Alright, my offense is 145 minus your defense of 55, which equals 90. (Roll of 3.) Go to 90 column and I roll 19. A roll for critical hit yields 20. You take 15 offensive and 6/4 defensive damage. Fighter subtracts and has a 65 offense and 25 defense.

Fighter: This is it! I'm going to try and hit this piece of junk. My offense is 65, its defense is 75 but I still have a 5% chance of hitting. (Rolls a 25; no hit.)

Judge: Say bye-bye. I've got an automatic hit. (Roll 51.) You're out. I'll roll for a critical hit. (Roll 33.) No extra damage but record the critical hit anyway.

(End of turn. Begin Segment I next turn.)

Wizard: I'll throw a sleep spell. My chance is 58 minus its magic resistance of 20 which gives me a 38% chance of it working. (Rolls 20.) Yes! Yes! It's asleep. I'll rush over and preserve the life of my friend. (Note: space did not allow me to include a summary sheet of subclass abilities, but all players absolutely need one.)

CREATING YOUR WORLD

Creating your own world is one of the hardest and yet most rewarding aspects of the game. This is not as awesome a task as it may first appear. After the basics of the game are understood a judge should begin creating a world for other players to travel through. The judge should not try to create the whole world at once, neither should the judge make the parts he does create extremely detailed. Let's face it, if you start with "Let There Be Light," it will take you longer than six days to complete it. Instead, start with a small building such as the temple in the Play Example and mark off the rest of the rooms and corridors on graph paper. Use things from your favorite science fiction books to help you add strange twists and imaginative traps to the different rooms. Number the rooms, and on a separate piece of paper write down everything in the room that is important, including if it smells, or if anything can be heard by listening at the door. Some rooms can be empty, but many will be populated by priests, creatures, and hidden treasure the group can search for. If the judge writes a little paragraph explaining who the building belongs to, etc., it will be much easier to fill the rooms in a rational way.

A judge will have complete control over the movement of all non-player creatures during play. A judge must be careful, therefore, to have the creatures act in a realistic manner, and not as if they have complete knowledge about the situation. In other words, the judge should play the part of the creature and react as the creature would most probably do in the situation. If players are first level, judges should make all the creatures they come up against close to that level, or only put one high-level creature against them at a time. A judge should never try to overpower the party by placing high-level creatures against them.

When creating your first building or dungeon, the judge should create an objective for the players who go through it. Common objectives are: to save a prisoner; rescue a damsel; obtain treasure; assassinate a wicked ruler; or just plain right a wrong-doing. The judge places traps in the corridors where theives may find them, or makes the traps so that careful characters can avoid them. Never put killer traps in your world that cannot be avoided or noticed by players. Examples of traps are: spikes that fall from the ceiling; loaded crossbows with tripwires; or poison needles that shoot from treasure chests. Do not forget to spice the rooms with secret doors and passages, inscriptions, and hints about how to obtain their objective.

A common mistake a judge often makes when first starting out is to place huge treasures and extremely powerful magic items throughout his rooms. High Fantasy cost-of-living is very inexpensive. Plate, a very valuable armor, costs only four gold tams. Treasure should be rated accordingly. A 2,000 s.t. treasure is a good-sized hoard.

Magical items are also hard for a beginning judge to handle. To invent items a judge should rely heavily on the spell tables. If you put a fire spell in a staff, you could have a staff that shoots fireballs 10' in diameter, causing 75 column damage to all within the range of 200'. Judges should do similar things with necklaces that turn the wearer invisible, or rings that allow you to communicate with one another. Other examples of what magical items might do are: teleportation; fly; add to offense or defense; armor that has no weight; weapons that add plusses to damage; charms; sleep; healing; and magic resistance. Start with simple things like +2 damage swords and let your imagination go. Remember not to give too much away too quickly, or you destroy the balance of the game.

A judge should start with about 20 rooms for his first building or dungeon. Between times playing the judge will have enough time to create another building or dungeon related in some way to the first. Always keep the buildings so they will be ready for the next group of players who want to start. From here you can develop towns by writing a couple of short paragraphs about the inhabitants. Draw rough sketches of the buildings and streets on graph paper and number them. On a separate piece of paper write down what is in each building and who lives there. Example: 1. Bank- 2000 s.t. in vault at back of building. Ran by Edward Ludlow, a grumpy penny-pincher who has hired 8 first level warriors to guard it. When the players walk down the streets, the graph paper will make it easy for them to map as you describe it to them. When they round a corner the judge will tell them there is a bank. If the party decides to go into the bank, the judge will tell them, "You see several armed guards around and a little old man who says, 'What are you doing here?'" The party can then decide to ask questions like, "What is your name?"; or, make a deposit; or rob the place if they are able. It will not take long to construct a town complete with police forces and nobility. Use the rules to help you here also. Under alchemists, a guild was mentioned so maybe a branch of the guild would be nice to have. Wizards should have places to go to exchange spells, etc., and all the other main classes and subclasses also need places to go to increase their knowledge, etc. Once you have caught on to just what you need to write down, it will be easy to write and to graph whole kingdoms where only trolls live, or mountain villages where the men all ride pegasus horses and make continual war against the Dark Lord's forces.

INVESTMENTS (FOR ADVANCED PLAYERS)

The following is a list of equipment and housing a character type may invest in to enhance his abilities. A summary sheet should be made by players and kept with their character and subclass sheets for quick, accurate reference. Judges may opt to change prices to suit their economy. Only read this section after you're extremely familiar with the play of the game.

ANIMAL MASTERS

SHELTERS

In handling large numbers of animals the Animal Master faces a two-fold problem. One is simply housing the animals and the other is the proper care and feeding of the animals. As with all investment items, everything needed is summed up in terms of one lump payment. This simplifies things by eliminating unnecessary bookkeeping with monthly payment records and makes the purchase of several small items easier by lumping them together.

The Animal Master may purchase what are called stalls. Stalls actually represent such things as total amount of feed, shelter, stable lands, upkeep, etc. The price of a stall varies according to the size of the creature as indicated on the creature charts.

Size 1 -	500 silver tams	Occupies area	2' x 2' x 10'
2 -	900 silver tams		5' x 5' x 10'
3 -	1100 silver tams		5' x 10'x 10'
4 -	2000 silver tams		10' x 10'x 10'
5 -	4000 silver tams		20' x 20'x 20'

In addition to simply investing in stalls, the Animal Master has the option of investing in stall improvement units. A stall improvement unit represents additional attention to a specific stall, additional training, balanced diets, etc. Therefore, stall improvement units are purchased for individual creatures and cost 100 silver tams. The benefits of stall improvements include one of the following:

a) Training hunters--training the animal to hunt and track down a specific being or creature type to locate or kill. This means the animal could be used to track and kill Gargoyles only or to track humanoid types once given the scent. The animal will be given a 1% chance per unit purchased. (The Judge reserves the right to apply difficulty factors.)

b) Guarded areas--training the animal to protect specified areas both indoors and outdoors and not to leave that area unless commanded. Also, to recognize special garments, hand signals, or specific people not to attack while guarding. 1% chance of learning per unit. Can be tried only once every 10 units.

c) Attack Forces--the Animal Master is only able to handle creatures equal to his skill level. It stands to reason if the animals could be better trained he would be able to handle more of them at one time. Therefore, by training groups of animals together to fight and move together he will be able to handle more than his skill level indicates. To work up an attack force the animal trainer assembles a group of animals. For every 50 units applied to the group the Animal Master will be able to handle one more level to his original total. A new creature may be added by paying the cost for any additional levels added to the total of the task force.

Example: a fifth level Animal Master wishes to form an attack force to consist of two third level animals. Now under the normal rules this would not be possible because the total level of the creatures is 6 or one over the total levels the Animal Master can handle. But by arranging them as an attack force and paying an additional 5,000 silver tams for training he will be able to handle these two creatures together. Later, if the fifth level Animal Master wishes to add another first level being to the group he will simply pay another 5,000 silver tams.

Now we have an Animal Master fifth level who has an attack force with a total level of 7. Let us suppose that one of his original third level animals dies. Now we have an Animal Master fifth plane with a group with a total level of 4. He can add a single level being with no penalty, but to get the group back to 7 he must pay another 10,000 silver tams to introduce the new animals and train them to become used to each other and fight as a team.

Now suppose our fifth level Animal Master with an attack team of seven gains enough experience to become sixth level. He may then add an additional single level creature without any additional cost, because normally he would be able to handle another creature.

SHELTERS (continued)

d) Breeding--it is next to impossible to breed some animals, whereas others are extremely prolific. Rather than trying to assign difficulty factors to breeding a unicorn, it is assumed that all animals meet a happy medium. That is, they won't breed without some special arrangements being made. First there has to be a mate.

Stall improvements will go toward special environment features, etc. to induce breeding. For every unit there is 2% chance of producing offspring. This roll is made for every 10 units bought. For simplicity, one female may produce only one litter a year.

Size	Offspring	Time till maturity
1	1-6	3 months
2	1-4	6 months
3	1-3	1 year
4	1-2	1 1/2 years
5	1	2 years

Judges may opt to disregard this table when the breeding habits of the creature are known.

MAGIC USERS

STUDIES

Magic Users may purchase units consisting of old books, parchments, and symbols, etc. A unit occupies a 2' x 2' area. The cost of a unit is 100 silver tams and applies to all of the following abilities:

a) Memorizing spells--during a Wizard's study he will be able to locate shorthand memory tricks and substitute phrases that will enable him to shorten and therefore memorize additional spells. There is a limit of two more spells to memorize per plane. For every unit there is a 1% chance of memorization. He may try to memorize 2 spells per 10 units and the same spell only once per 10 units.

b) Magic Abilities--learning what magical abilities an item possesses is no definite science. In assigning abilities to magical items the referee should encode those abilities too difficult to detect.

The player deciphers an object by remembering it from his readings. There is a 1% chance per unit. The player may only attempt to decipher an item once per additional 10 units.

Example: if a Magic User has 32 units and wishes to discover a magic item's abilities he has a 32 percent chance. If he fails another attempt can't be made until another 10 units are obtained, giving the magic user a 42% chance. (The Judge may attach difficulty factors to extremely magical items.)

c) Manna--as a Wizard studies he learns more about how to use his ability to draw aether from the plane. He will therefore be able to use more manna by his increased knowledge on how to use it. For every 30 units his manna increases 1 point.

d) Producing Spell Pages--the Wizard may reproduce pages of spells that are within his plane levels that he is able to draw aether from. That is, a fifth plane Wizard may create all listed spells; a third plane Wizard may only produce first through third plane spells. For each unit obtained by a Wizard there is a 1% chance of creating the spell. Take this minus the difficulty factor of the spell.

Plane	Difficulty Factor
First	25
Second	50
Third	75
Fourth	100
Fifth	125

A Wizard may attempt to create a specific spell only once per skill level. If he fails it is assumed he doesn't have the knowledge and must wait until the next skill level to hopefully gain enough knowledge to complete his task.

ALCHEMISTS

LABORATORY

An Alchemist purchases units of chemicals, bottles, texts, etc. Each unit occupies a 1' x 1' area and costs 500 silver tams and applies to all of the following:

a) Producing Original Potions--creating an original potion is based on the percentage chance of making a potion minus the difficulty factor. Each unit of equipment increases the chance of creating an original potion by 1%

LABORATORY (continued)

The Alchemist also incurs the cost of gathering the right materials that go into the potion. Original potions are limited to spell list or Judge's approval. Note: potions are not spells or magic, so only relate to the table as a guide to the potion's difficulty.

Potion Level	Difficulty Factor	Price
First	25	2,000 silver tams
Second	45	2,250 silver tams
Third	65	2,500 silver tams
Fourth	85	2,750 silver tams
Fifth	95	3,000 silver tams
Extra Ordinary	105	3,500 silver tams

Example: if a player has spent 50,000 silver tams he has a 100% chance of creating a potion. If he wishes to make a potion equivalent to a third plane spell he has a 35% chance of doing so; (100-65=35) Note that it costs 2,500 silver tams regardless of whether he fails or not.

There are no experience points given for breaking down lab potions.

b) Increasing Duplication--after the lab has 50 units or more the Alchemist may increase the number of potions he is able to duplicate. Use a 10 sided die rather than a 6 sided die. Note this applies to original potions found as well as those created.

c) Poisons--for every unit add 1% to the chance of healing poisons when in the lab.

FIGHTER

WARRING

Swordsmen and Archers are the only character types capable of training an army and building fortifications. Other character types must resort to buying existing fortification and hiring devilish mercenaries to man them.

Note: mercenaries fight at -20 offense and defense and morale.

a) Armies--each man costs 1,000 silver tams plus equipment plus an additional 100 silver tams per level higher than first. Mercenaries cost 1,500 silver tams. Also, each man requires a 5' x 5' area to live.

The 1,000 silver tams cost is just to fight and participate in guarding fortications or in inland battles. If the men are used for personal expeditions they must receive an equal share of the booty. The Judge should remember that large bodies of men on the move always attract other large bodies of men.

b) Fortifications--these can be built and designed any way a fighter desires. For five feet of a one story stone building charge 25 silver tams. For 5 feet of a one story wooden building charge 5 silver tams.

Cost for non-fighter characters is 40 silver tams for stone and 8 silver tams for wood.

c) Special Training--a fighter may take a unit of men and give them special training. Cost is equivalent to 35 silver tams per man.

The cost may go to any of the following three:

1) Increase offense and defense 5%
2) Quicken formation changes by 1
3) Increase morale 5%

Note: any unit defeating another unit its level or higher goes up one level.

Look for LORDS OF CONQUEST for great land battles in miniature fantasy.

OPTIONAL RULES (ADVANCED PLAYERS ONLY)

If the Judge wishes players can be allowed to start the game as something other than human. The following are the abilities that different types have that differ from humans. Notice that along with the advantages there are disadvantages. This is to maintain a balance in the game to make all types equally desirable.

Elves: this humanoid type can see 120' in the dark as opposed to the 80' of humans. Their keen hearing allows them to detect invisible persons. They also have a magic resistance in addition to any other main class of 5 times their skill level. Due to their highly magical nature no elf may touch or remain in contact with any type of metal. This means elves may not wear any type of metal armor.

Dwarves: these humanoids gain +5 percent when using hammers and axes. Player characters can only be Armorers and Jewelers as a subclass but also gain 10% on the probability of their abilities in these subclasses.

Hobbits: These tiny humanoids cannot use two-handed weapons. They have a minus 10 offense for melee than that shown on the tables and a plus 10 when using missiles.

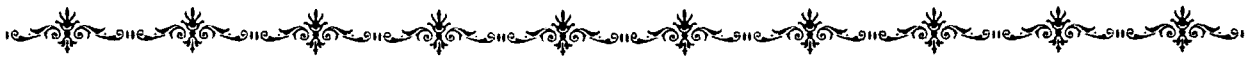
Giants: These humanoids are 7 to 10 feet tall and may use two-handed weapons with one hand. They may add 10% to their encumbrance. They have no subclass for player character purposes.

Surprise: this means that if an opponent is surprised you get segment one and the first round of melee free before the opponent can react.

The percentage chance of hearing a creature or person is equal to the following. If another party is approaching use the noisiest person to make the roll. If an opponent is heard and you are not you may surprise your opponent.

Run,	Walk	Cautious (Crawl)	times	Armor	or	Creature Size
5 ,	3 ,	1	x	Unarmored	5	one
				Padded	7	two
				Leather	10	three
				Metal Reinforced	12	four
				Metal Tunic	14	five
				Metal Dress	16	
				Plate	20	

Example: A man in metal dress running has an 80% chance of being heard. (5 x 16 = 80%)_



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